

TITLE 19. ALCOHOL, HORSE AND DOG RACING, LOTTERY, AND GAMING**CHAPTER 3. ARIZONA STATE LOTTERY COMMISSION**

(Authority: A.R.S. § 5-501 et seq.)

19 A.A.C. 3, consisting of R19-3-101, R19-3-201 through R19-3-207, R19-3-301 through R19-3-381, R19-3-401, R19-3-501 through R19-3-549, and R19-3-601 recodified from 4 A.A.C. 37, consisting of R4-37-101, R4-37-201 through R4-37-207, R4-37-301 through R4-37-381, R4-37-401, R4-37-501 through R4-37-549, and R4-37-601, pursuant to R1-1-102 (Supp. 95-1).

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Section
R19-3-101. Definitions

R19-3-335. Repealed
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R19-3-337. Repealed
R19-3-338. Repealed

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Former Article 5, consisting of Sections R4-37-501 through R19-3-549, adopted as an emergency effective June 5, 1985, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 85-4). R19-3-501 through R19-3-549 recodified from R4-37-501 through R4-37-549 (Supp. 95-1).

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ARTICLE 6. REPEALED

Article 6, consisting of Section R19-3-601, repealed effective June 17, 1997 (Supp. 97-1).

R19-3-601 recodified from R4-37-601 (Supp. 95-1).

Article 6, consisting of Section R4-37-601, adopted as a permanent rule effective February 25, 1987.

Article 6, consisting of Section R4-37-601, adopted as an emergency effective October 31, 1986, pursuant to A.R.S. § 41-1003, valid for only 90 days.

ARTICLE 7. DESIGN AND OPERATION OF INSTANT GAMES

Article 7, consisting of Sections R19-3-701 through R19-3-709, adopted effective October 25, 1996 (Supp. 96-4).

Section

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ARTICLE 9. RESERVED

ARTICLE 10. PROMOTIONS

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Section

- R19-3-1001. Definitions
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- R19-3-1008. Disputes Concerning a Promotion Ticket or a Promotion Winner

ARTICLE 1. GENERAL

R19-3-101. Definitions

In this Chapter, unless the context otherwise requires:

1. "Act" means Title 5, Chapter 5, Article 1 of the Arizona Revised Statutes.
2. "Controlling agent" means any of the retailer's substantial stockholders, directors, officers, managerial employees, or other persons directly or indirectly controlling or operating the retailer's business.
3. "On-line contractor" means a person employed by the Lottery to conduct the daily operation of the On-line Lottery games.
4. "Partial pack of tickets" means an open pack of consecutively numbered and connected tickets. If a pack is broken into individual tickets, each individual ticket shall be considered a partial pack.
5. "Retailer" means a person who has been licensed by the Commission to sell lottery tickets.
6. "Substantial stockholder" means any person holding a sufficient amount of any class of stock or securities to create a controlling interest in the business.
7. "Ticket" means a lottery ticket issued by the State Lottery for sale to the general public.

Historical Note

Adopted as an emergency effective May 26, 1981, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 81-3). New Section R4-37-101 adopted effective August 17, 1981 (Supp. 81-4). Amended effective September 12, 1989 (Supp. 89-3). R19-3-101 recodified from R4-37-101 (Supp. 95-1).

ARTICLE 2. RETAILERS

R19-3-201. Retailer's Application and License

- A.** Application. A person interested in obtaining a license to sell lottery tickets shall:
1. Submit to the Director a verified application on forms prescribed by the Director, containing the following information:
 - a. If the applicant does business as an individual, the applicant's name, address, and phone number;
 - b. If the applicant does business as a partnership or a limited liability partnership, the names, addresses, and phone numbers of all partners with a designation of any limited partners;
 - c. If the applicant does business as a corporation, limited liability company, an association, or any other

organization, the names, addresses, and phone numbers of the president, vice-president, if any, secretary, and treasurer, or the functional equivalent of these officers, the directors, the owners of 10% or more of the stock or beneficial interest, and owners of equity that creates controlling interest in the business;

- d. If the applicant does business as a corporation, a limited liability company or a limited liability partnership, evidence that the entity is in good standing with the Arizona Corporation Commission or the Secretary of State;
 - e. The business name, address, or location of the applicant's place of business and the mailing address if it is different from the place of business;
 - f. The applicant's current transaction privilege tax license number issued pursuant to A.R.S. § 42-1305 and federal taxpayer identification number recorded on Form W-9;
 - g. Certification that the applicant has complied with the statutes and rules governing the Americans with Disabilities Act;
 - h. Marketing and sales forecast information, on the forms and in the manner specified by the Lottery;
 - i. Names, addresses, and phone numbers of 3 business references;
 - j. Financial relationship and any outstanding debt with the state of Arizona or any of its government subdivisions;
 - k. Authorization agreement for electronic fund transfer with a valid bank account number from which any amount due the Lottery will be transferred;
2. Submit a nonrefundable application fee of \$36.00. A licensee that is a corporation, limited liability company, an association, or any other organization, may renew its licenses for all locations on the same date in accordance with the provisions of subsection (J). If the applicant is a business with more than 1 licensed location, the application fee for that location shall be pro-rated at \$1.00 per month from the application date until the date the other licenses are due for renewal.
- B.** To obtain or renew a license, a person shall submit to the Lottery evidence that the person is of good character and reputation. The Lottery may find that a person lacks good character and reputation if it determines that the person has committed any act which, if committed or done by a licensed retailer, would be grounds for suspension or revocation of a license or that the person was named on any business license in this state or any other state that was suspended or revoked.
- C.** To obtain a license, a person shall not have had a Lottery license denied or revoked at the address and location of the applicant's place of business for reasons other than ADA non-compliance, and shall not have sold lottery products without being licensed within 1 year of the person's date of application.
- D.** The Lottery shall not issue a license to a minor, a partnership in which 1 of the partners is a minor, or a corporation, association or other organization in which a corporate officer, member or manager is a minor.
- E.** Residency requirement. To obtain a license, a person shall be:
1. A resident of Arizona;
 2. A corporation incorporated in Arizona or authorized to do business in Arizona;
 3. A limited liability company authorized to do business in Arizona in which a member or manager resides in Arizona;

4. A partnership in which at least 1 of the general partners resides in Arizona; or
 5. An unincorporated business authorized to do business in Arizona.
- F. Time-frame for licensure.**
1. The Director shall finish an administrative completeness review within 15 days from the date of receipt of the application and fee prescribed in subsection (A).
 - a. The Director shall issue a notice of administrative completeness to the applicant if no deficiencies are found in the application.
 - b. If the application is incomplete or the fee is not submitted, the Director shall provide the applicant with a written notice that includes a comprehensive list of the missing information. The 15-day time-frame for completion of the administrative completeness review is suspended from the date the notice of incompleteness is served until the applicant provides the Director with all missing information.
 - c. If the Director does not provide the applicant with notice regarding administrative completeness, the application shall be deemed complete 15 days after receipt by the Director.
 2. An applicant with an incomplete application shall submit all of the missing information within 20 days of service of the notice of incompleteness.
 - a. If an applicant cannot submit all missing information within 20 days of service of the notice of incompleteness, the applicant may obtain an extension by submitting a written request, which documents the reasons the applicant is unable to meet the 20-day deadline, to the Director no later than 20 days from service of the notice of incompleteness.
 - b. The Director shall review the request for an extension of the 20-day deadline and shall grant the request if the Director determines that an extension will enable the applicant to assemble and submit the missing information. An extension of the 20-day deadline shall be for no more than 20 days. The Director shall notify the applicant in writing of the decision to grant or deny the request for an extension. An applicant who requires an additional extension shall submit an additional written request in accordance with this subsection.
 3. If an applicant fails to submit a complete application within the time allowed, the Director shall close the applicant's file. An applicant whose file is closed and who later wishes to obtain a license shall apply again in accordance with this Section.
 4. From the date on which the administrative completeness review of an application is finished, the Director shall complete a substantive review of the applicant's qualifications in no more than 75 days.
 - a. If an applicant is found to be ineligible, the Director shall issue a written notice of denial to the applicant.
 - b. If an applicant is found to be eligible, the Director shall issue a license to the applicant permitting the applicant to engage in business as a Lottery retailer under the terms of this Chapter.
 - c. If the Director finds deficiencies during the substantive review of an application, the Director shall issue a written request to the applicant for additional information.
 - d. The 75-day time-frame for substantive review is suspended from the date of a written request for additional information until the date that all information is received.
- G.** The Director may license a qualified applicant to sell any 1 or any combination of the Lottery's game products. The Director may require a licensee to sell 1 or more Lottery products as a condition of selling any other Lottery product. A Lottery licensee shall sell only the type of Lottery product authorized by the Lottery.
- H.** A license issued under this Chapter shall be signed by the Director or the Director's designated representative and by the licensee. A licensee shall not transfer a license and shall exhibit evidence of possessing the license upon demand. A licensee shall post the license number appearing on the license held by the licensee in a conspicuous place on the premises where the licensee sells lottery products. A violation of this subsection is grounds for disciplinary action in accordance with the provisions of R19-3-203.
- I.** As a condition of licensure, each licensee shall agree to release, indemnify, defend, and hold harmless, the Arizona Lottery, its directors, officers, and employees, from and against any and all liability, damage, cost, claim, loss, or expense, including, without limitation, reasonable attorney's fees and disbursements, resulting from or arising by reason of loss of use, temporary or permanent cessation of Lottery equipment, or terminal operations. This should not be construed in anyway to effect the rights of the licensee to recover for losses caused by any 3rd-party.
- J.** Duration and renewal of license.
1. A license issued under this Chapter shall expire 3 years from the license issuance date by operation of law.
 2. A licensee may renew a license to sell lottery tickets by submitting to the Director a verified application for renewal of the current license on forms prescribed by the Director containing the information required in R19-3-201(A), (B), and (E), accompanied by the required \$36 fee.
 - a. An application for renewal of a lottery license received by the Director or deposited in the United States mail postage prepaid on or before the renewal date, shall authorize the licensee to operate as a retailer until actual issuance of the renewal license.
 - b. The Director may refuse to renew a license in accordance with the provisions of R19-3-204.
 - c. All licenses held by the same corporation, limited liability company, an association, or any other organization, shall be renewed on the same date.
 3. A license issued under this Chapter that has expired by operation of law for failure to renew may be activated and renewed within 1 year of its expiration by filing the required application of renewal and payment of the application renewal fee provided for in this Chapter. If a license has been suspended for 1 or more years for failure to renew, a new application for license must be made and a new license issued in accordance with this Chapter.

4. A license issued under this Chapter is subject to termination by the Director in accordance with the provisions of this Chapter before the expiration date.
- K. Change of Ownership or Business Location. If a licensee plans to sell, terminate, substantially change the ownership of the licensee's business, or change the business location, the licensee shall notify the Director in writing of the date of sale, termination, substantial ownership change, or change of business location at least 15 days before the transaction.
 1. The licensee shall surrender the license to the Director on the date of sale, termination, substantial ownership change, or business location change.
 2. A substantial change in ownership means a transfer of equity that creates a shift in the controlling interest of a licensee's business.
8. The retailer has 2 payments returned to the Lottery for insufficient funds in a 12-month period which is caused by the retailer's actions;
9. The retailer becomes insolvent, unable or unwilling to pay its debts, or is declared bankrupt.
10. The retailer or an officer, or controlling agent of the retailer:
 - a. Is convicted of a felony, felony theft that is designated as a misdemeanor, or a crime involving gambling or fraudulent schemes and artifices; or
 - b. Is the subject of a civil order, judgment, or decree of a federal or state authority related to misrepresentation, consumer fraud, or other fraud;
11. Facts are discovered which, if known at the time the retailer's license was issued or renewed, would have been grounds to deny licensure;
12. The retailer adds a minor as an owner, partner, or officer of the business; or
13. The retailer or an officer or employee of the retailer sells a ticket or pays a prize to oneself.

Historical Note

Adopted as an emergency effective May 26, 1981, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 81-3). New Section R4-37-201 adopted effective August 17, 1981 (Supp. 81-4). Amended subsection (A) effective September 14, 1983 (Supp. 83-5). Amended subsection (E) and added subsection (F) effective January 6, 1987 (Supp. 87-1). Amended effective September 12, 1989 (Supp. 89-3). R19-3-201 recodified from R4-37-201 (Supp. 95-1). Amended effective October 9, 1998 (Supp. 98-4).

R19-3-202. Direct Sales by Lottery

The Lottery may sell lottery tickets at its main office, any branch it establishes in the state, or any special event.

Historical Note

Adopted as an emergency effective May 26, 1981, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 81-3). New Section R4-37-202 adopted effective August 17, 1981 (Supp. 81-4). Spelling correction, subsection (A) to adoption effective August 17, 1981 (Supp. 87-1). Amended effective September 12, 1989 (Supp. 89-3). R19-3-202 recodified from R4-37-202 (Supp. 95-1). Section repealed; new Section R19-3-202 renumbered from R19-3-203 and amended effective October 9, 1998 (Supp. 98-4).

R19-3-203. Revocation, Suspension, or Renewal Denial of Retailer's License

- A. A retailer's license may be revoked, suspended, or denied renewal by the Director for any of the following reasons:
 1. The retailer violates a provision of the Act or this Chapter;
 2. The retailer knowingly sells a ticket to a person less than 18 years old;
 3. The retailer knowingly sells a ticket to a person using a public assistance voucher or an electronic benefits transfer card issued by any public entity to purchase the ticket;
 4. The retailer's average weekly sales of tickets for the:
 - a. Instant games are less than 250 tickets per week for the preceding quarterly period; and
 - b. On-line games are less than 400 tickets per week for the preceding quarterly period;
 5. The retailer commits an act that impairs the retailer's reputation for honesty and integrity;
 6. The retailer does not make purchase or redemption of lottery tickets convenient and readily accessible to the public;
 7. The retailer provides to the Lottery a statement, representation, warranty, or certificate that the Lottery determines is false, incorrect, or incomplete;
- B. The Director may on the Director's own motion, and shall on the written complaint of any person, investigate an act of a retailer. The Director may temporarily suspend a license and impose specific conditions on a retailer during the suspension or permanently revoke a license issued under this Article if the retailer is found to have committed an act or omission listed in subsection (A).
- C. Procedure for hearings. A retailer may request a hearing regarding a revocation, suspension, or license denial. The hearing shall be conducted in accordance with A.R.S. Title 41, Chapter 6, Article 10.
- D. Procedure for filing an appeal with the Commission:
 1. A person who wishes to appeal a final decision of the Director shall file an appeal with the Lottery Commission within 30 days of receipt of the Director's decision. The filed appeal shall contain the following:
 - a. A copy of the Director's decision; and
 - b. The alleged factual or legal error in the decision of the Director from which the appeal is taken.
 2. A person appealing the decision of the Director may file a written brief stating the position on the appeal within 30 days after receipt of the decision being appealed.
 3. The Commission may provide for oral argument.
 4. The Commission shall make its ruling on the appeal on the record.
- E. A final decision of the Commission is subject to judicial review under A.R.S. Title 41, Chapter 6, Article 10.
- F. Revocation of a retailer's license.
 1. A retailer who receives a notice of license revocation shall:
 - a. Immediately cease all sales of lottery products, and
 - b. Surrender the retailer's license and all other lottery property and products upon request by the Director's representative.
 2. If the retailer fails to settle the financial account and surrender the license and all other lottery property and products, the Director is authorized to take all steps allowed by law to secure payment and return of lottery products and property.

Historical Note

Adopted as an emergency effective May 26, 1981, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 81-3). New Section R5-37-203 adopted effective August 17, 1981 (Supp. 81-4). Amended effective September 12, 1989 (Supp. 89-3). R19-2-203 recodified from R4-37-203 (Supp. 95-1). R19-2-203 renumbered to R19-3-202;

new Section R19-2-203 renumbered from R19-4-204 and amended effective October 9, 1998 (Supp. 98-4). Amended by final rulemaking at 6 A.A.R. 914, effective February 10, 2000 (Supp. 00-1).

R19-3-204. Display of Promotional Material

Each retailer shall prominently display and maintain a minimum of 3 different point-of-sale Lottery promotional materials. Promotional materials may include, but are not limited to, change mats, mobiles, strip banners, table tents, brochures, or stickers.

Historical Note

Adopted as an emergency effective May 26, 1981, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 81-3). New Section R4-37-204 adopted effective August 17, 1981 (Supp. 81-4). Amended as an emergency effective June 26, 1983 pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 83-3). Correction, former emergency amendment shown effective June 26, 1983 should read effective June 10, 1983. Former emergency amendment now adopted as a permanent amendment without change effective September 14, 1983 (Supp. 83-5). Amended effective March 6, 1986 (Supp. 86-2). Amended subsection (B) effective January 6, 1987 (Supp. 87-1). Amended effective September 12, 1989 (Supp. 89-3). R19-3-204 recodified from R4-37-204 (Supp. 95-1). Section R19-3-204 renumbered to R19-3-203; new Section R19-3-204 renumbered from R19-3-205 and amended effective October 9, 1998 (Supp. 98-4).

R19-3-205. Instant Game Requirements

- A.** Distribution and payment. The following describe the manner in which tickets for each instant game will be distributed to retailers and payment made:
 1. The Lottery or its authorized representative shall distribute to each retailer the quantity of tickets on which the Lottery and the retailer agree, based on the retailer's anticipated volume of sales.
 2. The Lottery shall bill for instant ticket packs issued to a retailer 45 days after a pack is activated or after 85% of winning tickets in the pack are validated, whichever occurs 1st.
 3. Within 30 days before the announced end of each instant game, the Lottery or its authorized representative shall collect unopened full packs of tickets in a retailer's possession. The Lottery shall credit to the retailer, within 60 days following the announced end of the instant game, the net dollar value of any unopened full packs of tickets collected by the Lottery. All opened partial packs of tickets shall remain in the retailer's possession and may be sold before the end of the 180-day redemption period following the announced end of game.
 4. The Lottery may collect opened partial packs of tickets during a game if the Lottery and the retailer determine that sales for a specific game are minimal (for example, no sales activity within a 2-week period) and after the announced end of a game if the instant game is a seasonal, holiday, or event-related game.
 5. A retailer shall follow a schedule established by the Lottery for payment of all amounts due according to a statement or invoice provided by the Lottery. The retailer shall pay the amount due to the Lottery by an electronic transfer of funds.
 6. A retailer shall deposit funds in a timely manner into a bank account from which an electronic transfer will be made to the Lottery.
 - a. The retailer shall provide the Lottery with an electronic funds transfer authorization with a valid bank

account number from which the amounts due the Lottery will be transferred.

- b. The retailer shall notify the Lottery of any bank account changes 15 days before the effective date of the change.
7. If a retailer's payment is returned to the Lottery for insufficient funds or any other reason, the retailer shall deliver a certified check, cashier's check, or money order or make a direct deposit to the Lottery's bank account before the next payment is due. Additionally, if the retailer's payment is returned to the Lottery,
 - a. The Director may require the retailer to pay the amount due in the form of a cashier's check, money order, sight draft or certified check at the time of each future delivery of tickets;
 - b. The Director may require the payment of each future delivery of tickets upon activation;
 - c. The Director may summarily inactivate the retailer's instant ticket validation terminal;
 - d. The Director may pick up the retailer's current inventory of tickets and withhold further delivery of tickets; and
 - e. The Director may revoke, suspend, or deny renewal of the retailer's license in accordance with R19-3-203(A)(7).
- B.** Ticket prize validation and payment requirements. A retailer shall provide prize winner validation and payment services to any Lottery claimant regardless of where the ticket was purchased. The retailer shall pay all winner prizes, up to and including \$599, provided that the ticket is validated as specified in R19-3-705. Winner prizes may be paid by cash, business check or money order.
- C.** Retailer's compensation. The Lottery shall pay a retailer a commission of 6 1/2% of the price of each instant lottery ticket it sells.
- D.** Instant ticket sales. All instant game ticket sales are final and the Lottery will not accept ticket returns except as prescribed in subsections (A)(3) and (4).
- E.** In addition to the compensation specified in subsection (C), the Lottery shall pay an incentive of up to 1/2% on the price of each ticket sold to retailers who meet specifications established in writing by the Director. The written specifications shall be provided to the retailer before the incentive program begins.
- F.** Unaccounted and stolen tickets.
 1. Tickets unaccounted for by a retailer shall be the property of the retailer.
 2. The retailer shall report stolen tickets to the local law enforcement agency within 1 hour of the theft or when discovered. In addition, the retailer shall report the event by telephone to the Lottery's Security Division within 1/2 hour of law enforcement notification and provide the Lottery with a copy of the written police report. The Lottery shall issue credit for stolen tickets in an amount equal to 50% of the retailer's purchase price for the instant tickets before retail sale less any 3rd-party reimbursement. The retailer shall cooperate in any investigation and prosecution of the theft.
 - a. The retailer shall sign an affidavit stating that the listed tickets were stolen and whether a claim for reimbursement is being or will be made with a 3rd party for the amount covered by the available Arizona Lottery credit. If the retailer obtains reimbursement for the stolen tickets from a source other than the Lottery, the Lottery credit will be reduced by the amount of the 3rd-party reimbursement.

- b. Each retailer location is limited to no more than 2 stolen ticket credits within 36 months of the date of the last theft for which a credit is requested.
- 3. If the claimed ticket for a prize is reported stolen or unaccounted for by a retailer, the Lottery shall hold the prize money in escrow pending the findings of an investigation by an appropriate law enforcement agency.

Historical Note

Adopted as an emergency effective May 26, 1981, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 81-3). New Sections R4-37-205 adopted effective August 17, 1981 (Supp. 81-4). Amended effective September 12, 1989 (Supp. 89-3). R19-3-205 recodified from R4-37-205 (Supp. 95-1). Section R19-3-205 renumbered to R19-3-204; new Section R19-3-205 renumbered from R19-3-206 and amended effective October 9, 1998 (Supp. 98-4).

R19-3-206. On-line Game Requirements

- A.** Ticket sales requirements. A retailer selling on-line Lottery games shall issue on-line Lottery tickets using its authorized terminal in accordance with the Act and this Chapter.
 - 1. If a ticket is voided as prescribed in R19-3-401(C)(3), the retailer shall refund the ticket price to the ticket holder.
 - 2. If a retailer accepts a returned ticket from a player and the retailer does not void or resell the ticket, the Lottery shall deem the ticket to be owned by the retailer.
 - 3. A retailer shall not sell a ticket or combination of tickets to any person or entity that could guarantee the purchaser a win. A retailer shall not devote more than 15 minutes of sales in any hour to a purchase by any single player.
 - 4. A retailer shall not permit the use of facsimiles or copies of selection slips, or other materials that are inserted into a terminal's selection slip reader that are not printed or approved by the Lottery. Plays may be entered manually only by using the lottery terminal keypad or touch screen or by using a selection slip provided by the Lottery and hand-marked by the player.
- B.** Ticket prize validation and payment requirements. A retailer shall provide prize winner validation and payment services to any Lottery claimant regardless of where the ticket was purchased. If all the ticket validation criteria in R19-3-401(H)(I) are satisfied and a proper validation ticket, which is an authorization to pay, is issued by the terminal, the retailer shall pay a winner prize, up to and including \$599. Winner prizes may be paid by cash, business check, or money order.
- C.** Terminal location.
 - 1. A retailer shall locate an on-line Lottery terminal at a site approved by the Lottery within the retailer's place of business and shall not move the terminal from that site without prior approval from the Lottery.
 - 2. A retailer shall ensure that the electrical service and telephone services to the terminal location are installed in accordance with the specifications established by the Lottery. The retailer shall ensure also that monthly payments for the electrical services are made. The Lottery may assess the retailer for monthly data line charges if retailer sales of Lottery products are less than the required minimums established in R19-3-203.
 - 3. If any action by the retailer makes it necessary to place an order with the providing telephone company to correct or relocate telephone service after the terminal is initially installed, the retailer shall pay for the charges incurred. The Lottery shall provide to the retailer a statement of charges and a copy of the telephone bill associated with the charges.
- D.** Terminal conversion.
 - 1. If the Lottery deems it necessary, the Lottery shall modify its on-line Lottery system by:
 - a. Changing terminals, equipment, or accessories; or
 - b. Converting to another on-line system.
 - 2. A retailer shall assist the Lottery to the extent reasonable and practical to accomplish a modification of the on-line Lottery System in a timely and economical fashion.
- E.** Terminal operation. A retailer shall have its on-line Lottery terminal available for the sale, validation, cancellation, and cashing of on-line Lottery tickets at a minimum of 14 continuous hours each day if the Lottery's on-line system is active and the retailer's business is open.
- F.** The Arizona Lottery shall not be liable for damages of any kind due to failure of any on-line lottery terminal interruption or termination of on-line terminal operations.
- G.** Terminal care. A retailer shall at all times:
 - 1. Operate the on-line terminal, associated equipment, and accessories only in the ordinary course of its on-line Lottery business and only in accordance with the requirements established by the Lottery; and
 - 2. Exercise diligence and care to prevent failures and malfunctions of, and accidents to the terminal and other property of the Lottery or property of on-line contractors.
- H.** Terminal maintenance. A retailer shall:
 - 1. Keep the on-line Lottery terminal, associated equipment, and accessories clean, orderly, and in good condition;
 - 2. Replace ribbons and ticket stock in the terminal as required; and
 - 3. Minimize terminal downtime by:
 - a. Notifying the Lottery or its on-line contractor immediately of any terminal failure, malfunction, damage, or accident; and
 - b. Making the terminal available for repair, adjustment, or replacement at all times during the retailer's regular business hours.
- I.** Terminal supplies. A retailer shall:
 - 1. Order and use on-line Lottery supplies, including but not limited to, ribbons, ticket stock, and selection slips exclusively from the Lottery or its designated contractor; and
 - 2. Maintain a sufficient inventory of on-line Lottery supplies to avoid an out-of-stock situation. The Lottery shall furnish on-line supplies, at no cost, to the retailer.
- J.** Retailer training. A retailer shall:
 - 1. Participate in training provided by the Lottery in the operation of on-line terminals and sale of Lottery products, which may take place at a retailer's place of business;
 - 2. Ensure that all employees selling Lottery products or operating Lottery on-line terminals are properly trained in these areas and have access to all materials provided by the Lottery relating to the sales and promotion of Lottery products and the operation of Lottery equipment;
 - 3. Be responsible for:
 - a. Any compensation payable to employees for participation in Lottery training courses and instruction; and
 - b. All other costs associated with employee training; and
 - 4. Provide all employees operating on-line Lottery equipment with copies of the procedures manuals, bulletins, and technical materials that are furnished to the retailer by the Lottery or its on-line contractor.
- K.** Retailer compensation. The Lottery shall pay a retailer a commission of 6 1/2% of the price of each on-line ticket it sells. The Lottery shall not consider a voided ticket a sale. The Lottery shall not pay a retailer a commission on sales transactions that are prohibited by any state or federal statute or rule.

- L.** In addition to the compensation specified in subsection (K), the Lottery shall pay an incentive of up to 1/2% on the price of each ticket sold to retailers who meet specifications established in writing by the Director. The written specifications shall be provided to the retailer before the incentive program begins.
- M.** A retailer shall pay for on-line ticket sales in the following manner:
1. Pay to the Lottery each Friday the amount due from the sale of its on-line Lottery tickets for the 7-day period ending at the close of business on the previous Saturday. The amount due means the retailer's gross revenue, minus any voided tickets, prize winnings paid out by the retailer, and the retailer's sales commission.
 2. Pay the amount due to the Lottery by an electronic transfer of funds. The retailer shall deposit funds in a timely manner into a bank account from which the electronic transfer will be made to the Lottery.
 - a. The retailer shall provide the Lottery with an electronic funds transfer authorization showing a valid bank account number from which the amounts due the Lottery will be transferred; and
 - b. The retailer shall notify the Lottery of any bank account changes 15 days before the effective date of the change.
 3. If a retailer's payment is returned to the Lottery for insufficient funds or any other reason, the retailer shall deliver a certified check, cashier's check, or money order, or make a direct deposit to the Lottery's bank account before the next payment is due. Additionally, if the retailer's payment is returned to the Lottery,
 - a. The Director may summarily inactivate the retailer's on-line Lottery terminal; and
 - b. The Director may revoke, suspend, or deny renewal of the retailer's license in accordance with R19-3-203(A)(7).
- B.** Investigation of premises. A retailer shall allow investigations during the retailer's regular business hours by authorized Lottery investigators to determine whether the retailer is complying with the provisions of the Act and this Chapter.
- C.** A retailer shall keep all invoices, records, bills and other papers and documents relating to the purchase, sale, and validation of Lottery products that are kept in the normal course of business for tax purposes for 5 years. These records and papers shall be easily accessible to the Lottery authorized investigator for examination or audit. Non-paper types of storage, such as microfiche, may be used. Records may be stored at a central location.

Historical Note

Adopted as an emergency effective June 10, 1983 pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 83-3). Former Section R4-37-207 adopted as an emergency effective June 10, 1983, now adopted and amended as a permanent rule effective September 14, 1983 (Supp. 83-5). Amended subsections (B) and (J) effective September 26, 1986 (Supp. 86-5). Amended effective September 12, 1989 (Supp. 89-3). R19-3-207 recodified from R4-37-207 (Supp. 95-1). R19-3-207 renumbered to R19-3-206; new Section R19-3-207 adopted effective October 9, 1998 (Supp. 98-4).

R19-3-208. Penalties

- A.** The Director shall assess a civil penalty against a retailer for any of the following acts of the retailer:
1. Until June 1, 2003, offering to sell or selling a lottery ticket or share to any person who is less than 18 years of age;
 2. Beginning on June 1, 2003, offering to sell or selling a lottery ticket or share to any person who is less than 21 years of age;
 3. Selling a lottery ticket or share to a person who uses either a public assistance voucher issued by any public entity or an electronic benefits transfer card issued by the Arizona Department of Economic Security to purchase the ticket or share; or
 4. Selling a lottery ticket or share during the same transaction in which a person uses either a public assistance voucher issued by any public entity or an electronic benefits transfer card issued by the Arizona Department of Economic Security to purchase any goods in addition to the lottery ticket or share.
- B.** The Director shall on the written complaint of any person, and shall upon receipt of information indicating that a retailer has committed an act listed in subsection (A), investigate an act of the retailer listed in subsection (A). The Director shall give notice to the retailer as provided in A.R.S. §§ 41-1092.03 and 41-1092.04 of imposition of a civil penalty if the Director finds that the retailer has committed an act listed in subsection (A). The civil penalty for an act listed in subsection (A) is:
1. In an amount up to \$300 for the first violation within a 12-month period;
 2. In an amount more than \$300 and up to \$500 for the second violation within a 12-month period; and
 3. In an amount more than \$500 and up to \$1,000 for the third violation within a 12-month period.
- C.** A retailer against whom a penalty is assessed shall pay the penalty to the Lottery by the 31st day after the retailer receives notice of imposition of the civil penalty, if the retailer does not request a hearing as provided in subsection (D).
- D.** A retailer may request a hearing regarding imposition of a civil penalty. The procedures and requirements set forth in A.R.S.

Historical Note

Adopted effective August 17, 1981 (Supp. 81-4). Amended subsection (B) as an emergency effective January 13, 1982, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 82-1). Subsection (B), amended as an emergency, now adopted as permanent with further amendment effective April 21, 1982 (Supp. 82-2). Amended subsection (A)(1), (3) and (4) as an emergency effective November 24, 1982, pursuant to A.R.S. § 41-1003, valid for only 90 days. Former emergency amendment effective November 24, 1982 now adopted as permanent effective December 28, 1982 (Supp. 82-6). Amended as an emergency effective June 10, 1983 pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 83-3). Former Section R4-37-206 adopted as an emergency effective June 10, 1983, now adopted and amended as a permanent rule effective September 14, 1983 (Supp. 83-5). Amended subsection (A)(4) effective September 26, 1986 (Supp. 86-5). Amended effective September 12, 1989 (Supp. 89-3). R19-3-206 recodified from R4-37-206 (Supp. 95-1). R19-3-206 renumbered to R19-3-205; new Section R19-3-206 renumbered from R19-3-207 and amended effective October 9, 1998 (Supp. 98-4).

R19-3-207. Compliance Investigations

- A.** A retailer shall comply with all provisions of the Act and this Chapter. The Lottery may conduct inspections to verify compliance and, if necessary, order an audit or investigation of the business for verification.

Title 41, Chapter 6, Article 10 apply to hearings under this subsection.

- E. A decision of the Director accepting, modifying or rejecting the recommended decision of the Administrative Law Judge is a final administrative decision subject to judicial review under A.R.S. Title 12, Chapter 7, Article 6.
1. If the retailer decides not to seek judicial review of the Director's final administrative decision, the retailer shall pay the civil penalty to the Lottery by the 36th day after the retailer receives the Director's decision.
 2. If the retailer decides to seek judicial review of the Director's final administrative decision, the retailer shall pay the civil penalty to the Lottery by the 36th day after the date of the Superior Court's decision.
 3. If the retailer decides to appeal the Superior Court's decision, the retailer shall pay the civil penalty to the Lottery by the 36th day after the date of the decision on appeal.
 4. A retailer shall pay interest at the rate provided in A.R.S. § 44-1201 from the date final judgment assessing a civil penalty is entered until satisfaction of the judgment.

Historical Note

New Section made by final rulemaking at 7 A.A.R. 3043, effective June 19, 2001 (Supp. 01-2).

ARTICLE 3. INSTANT LOTTERY GAMES

R19-3-301. Repealed

Historical Note

Adopted as an emergency effective May 26, 1981, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 81-3). New Section R4-37-301 adopted effective August 17, 1981 (Supp. 81-4). Former Section R4-37-301 repealed, new Section R4-37-301 adopted effective March 6, 1986 (Supp. 86-2). Amended subsections (F) and (I) effective September 26, 1986 (Supp. 86-5). Amended effective September 12, 1989 (Supp. 89-3). Emergency amendment adopted effective April 20, 1993, pursuant to A.R.S. § 41-1026, valid for only 90 days (Supp. 93-2). Emergency amendments permanently adopted with changes effective July 20, 1993 (Supp. 93-3). R19-3-301 recodified from R4-37-301 (Supp. 95-1). Repealed effective October 25, 1996 (Supp. 96-4).

R19-3-302. "Jingle Bucks"

- A. Nine play symbols, which are contiguous to each other in three rows, appear under the latex in the play area located on the right side on the front of the ticket and are one of the following: "\$1", "\$2", "\$5", "\$10", "\$25", "\$100", or "\$500" with confirming captions. The play symbols captions correspond with and verify the play symbols as follows:
- | Play Symbols | Caption |
|--------------|---------|
| \$1 | ONEDOL |
| \$2 | TWODOL |
| \$5 | FIVEDOL |
| \$10 | TENDOL |
| \$25 | TWFDOL |
| \$100 | ONEHUND |
| \$500 | FIVHUND |
- B. A pack-ticket number beginning with 000001 is located in the lower-left side on the back of the ticket.
- C. The retailer-validation code verifies instant winners of \$1, \$2, \$5, \$10, \$25, \$100, or \$500 tickets. The retailer-validation code which corresponds with and verifies each of these winners is as follows:
- | | | | | | |
|-----|---|-----|-----|---|-------|
| ONE | = | \$1 | TEN | = | \$10 |
| TWO | = | \$2 | TWF | = | \$25 |
| FIV | = | \$5 | ONH | = | \$100 |

FHN = \$500


- D. A prize winner in the "JINGLE BUCKS" instant game is determined by removing the latex from the play area on the front of the ticket to determine the 9 play symbols. Neither the retailer-validation code (or any portion thereof), the pack-ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such. If the ticket owner matches 3 like play symbols, he or she wins that prize. The prizes are as follows:


Match 3	\$1	=	\$1 (one dollar) or
Match 3	\$2	=	\$2 (two dollars) or
Match 3	\$5	=	\$5 (five dollars) or
Match 3	\$10	=	\$10 (ten dollars) or
Match 3	\$25	=	\$25 (twenty-five dollars) or
Match 3	\$100	=	\$100 (one hundred dollars) or
Match 3	\$500	=	\$500 (five hundred dollars)

Historical Note

Adopted as an emergency effective May 26, 1981, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 81-3). New Section 4-37-302 adopted as an emergency effective August 13, 1981, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 81-4). Former Section 4-37-302 adopted R4-37-302 adopted as an emergency now adopted as a permanent rule effective October 15, 1981 (Supp. 81-5). Former Section R4-37-302 repealed, new Section R4-37-302 adopted effective March 6, 1986 (Supp. 86-2). Repealed effective September 12, 1989 (Supp. 89-3). New Section adopted effective February 28, 1992 (Supp. 92-1). Repealed effective November 28, 1994 (Supp. 94-4). R-19-3-302 recodified from R4-37-302. Adopted effective September 13, 1995 (Supp. 95-3).

R19-3-303. "Cactus Cash"


- A. Nine play symbols, which are contiguous to each other in 3 rows, appear under the latex in the play area located on the right side of the front of the ticket and are one of the following: , "\$1", "\$2", "\$5", "\$10", "\$20", "\$100", or "\$1,000" with confirming captions.
- B. A pack-ticket number beginning with 100001 is located in the lower-center portion on the back of the ticket.
- C. Play-symbol captions correspond with and verify each of the play symbols as follows:





Play Symbols	Caption
	DOUBLE
\$1	ONEDOL
\$2	TWODOL
\$5	FIVEDOL
\$10	TENDOL
\$20	TWENTY
\$100	ONEHUND
\$1,000	ONETHOU

- D. The retailer-validation code verifies instant winners of \$1, \$2, \$4, \$5, \$10, \$20, or \$100. The retailer-validation code which corresponds with and verifies each of these winners is as follows:

ONE=	\$1	TEN =	\$10
TWO=	\$2	TWY=	\$20
FOR=	\$4	ONH =	\$100
FIV =	\$5		

- E. A prize winner in the "CACTUS CASH" instant game is determined by removing the latex from the play area on the front of the ticket to determine the 9 play symbols. Neither the retailer-validation code (or any portion thereof), the pack-ticket number (or any portion thereof), nor the validation num-

ber (or any portion thereof) are play symbols and are not usable or playable as such. If the ticket owner matches three like play symbols, he or she wins that prize. If the player matches three like play symbols plus a “”, the prize amount is doubled. There may be only one prize per ticket. The prizes are as follows:

Match 3	\$1	=	\$1 (one dollar) or
Match 3	\$1+ 	=	\$2 (two dollars) or
Match 3	\$2	=	\$2 (two dollars) or
Match 3	\$2+ 	=	\$4 (four dollars) or
Match 3	\$5	=	\$5 (five dollars) or
Match 3	\$5+ 	=	\$10 (ten dollars) or
Match 3	\$10	=	\$10 (ten dollars) or
Match 3	\$10+ 	=	\$20 (twenty dollars) or
Match 3	\$20	=	\$20 (twenty dollars) or
Match 3	\$100	=	\$100 (one hundred dollars) or
Match 3	\$1,000	=	\$1,000 (one thousand dollars)

Historical Note

Adopted as an emergency effective October 14, 1981, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 81-5). Former Section R4-37-303 adopted as an emergency now adopted as a permanent rule effective December 17, 1981 (Supp. 81-6). Repealed effective March 6, 1986 (Supp. 86-2). New Section R4-37-303 adopted effective May 2, 1986 (Supp. 86-2). Repealed effective September 12, 1989 (Supp. 89-3). New Section adopted effective February 28, 1992 (Supp. 92-1). Repealed effective November 28, 1994 (Supp. 94-4). R19-3-303 recodified from R4-37-303. (Supp. 95-1). Adopted effective September 13, 1995 (Supp. 95-3).

R19-3-304. “Blackjack”

- A. In the latex play area located on the right side of the ticket, 3 play symbols appear in a vertical row with “YOUR HAND” printed above and are one of the following: “13”, “14”, “15”, “16”, “17”, “18”, “19”, “20”, or “21”, with confirming captions. Three play symbols appear in a vertical row with “DEALER’S HAND” printed above and are one of the following: “12”, “13”, “14”, “15”, “16”, “17”, “18”, “19”, or “20”, with confirming captions. The play-symbol captions correspond with and verify the play symbols as follows:

<u>Play Symbols</u>	<u>Caption</u>
12	TLV
13	THN
14	FRN
15	FTN
16	SXT
17	SVT
18	EGN
19	NIT
20	TWY
21	TYN

- B. Three prize symbols appear in a vertical row with “PRIZE” printed above and are one of the following: “\$1”, “\$2”, “\$5”, “\$20”, “\$40”, “\$250”, or “\$21,000” with confirming captions as follows:

<u>Prize Symbol</u>	<u>Caption</u>
\$1	ONEDOL
\$2	TWODOL
\$5	FIVEDOL
\$20	TWYDOL
\$40	FRYDOL
\$250	2HUND50
\$21,000	TYNTHOU

- C. A pack-ticket number beginning with 700001 is located in the lower-left portion on the back of the ticket.
- D. The retailer-validation code verifies instant winners of a \$1, \$2, \$3, \$5, \$10, \$15, \$40, or \$250 ticket. The retailer-validation code which corresponds with and verifies each of these winners is as follows:

\$1	=	ONE	\$10	=	TEN
\$2	=	TWO	\$15	=	FTN
\$3	=	THR	\$40	=	FTY
\$5	=	FIV	\$250	=	THF

- E. A prize winner in the “BLACKJACK” instant game is determined by removing the latex from the play area on the front of the ticket to determine the 2 play symbols and prize symbol identified as the “1st Game”, the 2 play symbols and prize symbol identified as the “2nd Game”, and the 2 play symbols and prize symbol identified as the “3rd Game”. Neither the retailer-validation code (or any portion thereof), the pack-ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols or prize symbols and are not usable or playable as such. If the player’s “YOUR HAND” beats “DEALER’S HAND” in either the “1st Game”, “2nd Game”, or “3rd Game”, the player wins the prize shown for the game. There may be 3 winning games on a ticket. The prizes are as follows:

\$1	=	\$1 (one dollar) or
\$1+\$1	=	\$2 (two dollars) or
\$2	=	\$2 (two dollars) or
\$1+\$1+\$1	=	\$3 (three dollars) or
\$5	=	\$5 (five dollars) or
\$1+\$2+\$2	=	\$5 (five dollars) or
\$5+\$5	=	\$10 (ten dollars) or
\$5+\$5+\$5	=	\$15 (fifteen dollars) or
\$20+\$20	=	\$40 (forty dollars) or
\$40	=	\$40 (forty dollars) or
\$250	=	\$250 (two hundred fifty dollars) or
\$21,000	=	\$21,000 (twenty-one thousand dollars)

Historical Note

Adopted as an emergency effective January 13, 1982, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 82-1). Former Section R4-37-304 adopted as an emergency now adopted as a permanent rule effective February 16, 1982 (Supp. 82-1). Repealed effective March 6, 1986 (Supp. 86-2). New Section R4-37-304 adopted effective June 30, 1986 (Supp. 86-3). Repealed effective September 12, 1989 (Supp. 89-3). New Section adopted effective March 28, 1992 (Supp. 92-1). Repealed effective November 28, 1994 (Supp. 94-4). R19-3-304 recodified from R4-37-304 (Supp. 95-1). Adopted effective September 13, 1995 (Supp. 95-3).

R19-3-305. “Bingo”

- A. In the latex play area located on the right side of the ticket, four play areas called “PLAYER’S CARDS” appear and are identified as “CARD 1”, “CARD 2”, “CARD 3”, and “CARD 4”. Within each “CARD”, five play symbols appear in a vertical row with “B” above and are one of the following: “1”, “2”, “3”, “4”, “5”, “6”, “7”, “8”, “9”, “10”, “11”, “12”, “13”, “14”, or “15”. Five play symbols appear in a vertical row with “I” printed above and are one of the following: “16”, “17”, “18”, “19”, “20”, “21”, “22”, “23”, “24”, “25”, “26”, “27”, “28”, “29”, or “30”. Five play symbols appear in a vertical row with “N” printed above and are one of the following: “31”, “32”, “33”, “34”, “35”, “36”, “37”, “38”, “39”, “40”, “41”, “42”, “43”, “44”, or “45”. The third play spot in column “N” will always be the word “FREE”. Five play symbols appear in a

vertical row with "G" printed above and are one of the following: "46", "47", "48", "49", "50", "51", "52", "53", "54", "55", "56", "57", "58", "59", or "60". Five play symbols appear in a vertical row with "O" printed above and are one of the following: "61", "62", "63", "64", "65", "66", "67", "68", "69", "70", "71", "72", "73", "74", or "75".

- B.** In the latex area located on the left side of the ticket is a play area identified as "CALLER'S CARD". Twenty-four play spots appear in three columns of eight and are one of the following: B1, B2, B3, B4, B5, B6, B7, B8, B9, B10, B11, B12, B13, B14, B15, I16, I17, I18, I19, I20, I21, I22, I23, I24, I25, I26, I27, I28, I29, I30, N31, N32, N33, N34, N35, N36, N37, N38, N39, N40, N41, N42, N43, N44, N45, G46, G47, G48, G49, G50, G51, G52, G53, G54, G55, G56, G57, G58, G59, G60, O61, O62, O63, O64, O65, O66, O67, O68, O69, O70, O71, O72, O73, O74, and O75.
- C.** A pack-ticket number beginning with 500001 is located on the lower-left area on the back of the ticket.
- D.** The retailer-validation code verifies instant winners of a \$2, \$3, \$5, \$10, \$25, \$30, \$40, \$50, \$150, \$200, or \$250 ticket. The retailer-validation code which corresponds with and verifies each of these winners is as follows:

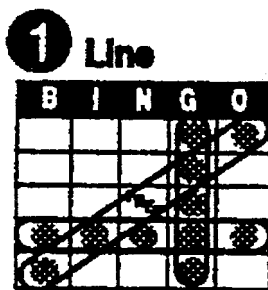
\$2 = TWO	\$40 = FRY
\$3 = THR	\$50 = FTY
\$5 = FIV	\$150 = ONF

\$10 = TEN	\$200 = THN
\$25 = TWF	\$250 = THY
\$30 = TRY	

- E.** A prize winner in the "BINGO" instant game is determined by removing the latex from the "CALLER'S CARD" play area on the front of the ticket to determine the play symbols. The player matches the play symbols on the "CALLER'S CARD" to the play symbols on the four "PLAYER'S CARDS". Neither the retailer-validation code (or any portion thereof), the pack-ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such. If the player matches five consecutive play symbols on one of the four "PLAYER'S CARDS" in any horizontal, vertical, or diagonal line as shown in illustration number one on the back of each "BINGO" instant game and Illustration A, matches play symbols in all four corners in one of the four "PLAYER'S CARDS" as shown in illustration number two on the back of each "BINGO" card and Illustration B, or matches five consecutive play symbols in both diagonals forming an "X" in any one of the four cards as shown in illustration number three on the back of each "BINGO" instant game and Illustration C, the player wins the prize amount indicated on the appropriate winning "PLAYER'S CARD". Players can win up to four times on a ticket. The prizes are as follows:

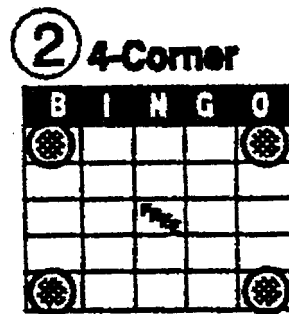
Horizontal, vertical, or diagonal line, Card 1	= \$2 (two dollars) or
Horizontal, vertical, or diagonal line, Card 2	= \$3 (three dollars) or
Horizontal, vertical, or diagonal line, Card 1 plus Card 2	= \$5 (five dollars) or
Horizontal, vertical, or diagonal line, Card 3	= \$10 (ten dollars) or
Horizontal, vertical, or diagonal line, Card 4	= \$25 (twenty-five dollars) or
Horizontal, vertical, or diagonal line, on Card 1, plus Card 2, plus Card 4	= \$30 (thirty dollars) or
Horizontal, vertical, or diagonal line on Card 1, plus Card 2, plus Card 3, plus Card 4	= \$40 (forty dollars) or
Four corners, Card 2	= \$50 (fifty dollars) or
Both diagonal lines ("X"), Card 1	= \$150 (one hundred fifty dollars) or
Four corners on Card 1, plus four corners on Card 3, plus a horizontal, vertical, or diagonal line on Card 4	= \$200 (two hundred dollars) or
Four corners on Card 2, plus both diagonal lines ("X") on Card 1	= \$200 (two hundred dollars) or
Four corners on Card 4	= \$250 (two hundred fifty dollars) or
Four corners on Card 1, plus Card 2, plus Card 3, plus a horizontal, vertical, or diagonal line on Card 4	= \$250 (two hundred fifty dollars) or
Both diagonal lines ("X") on Card 2	= \$250 (two hundred fifty dollars) or
Both diagonal lines ("X") on Card 3	= \$1,000 (one thousand dollars) or
Both diagonal lines ("X") on Card 4	= \$10,000 (ten thousand dollars)

Illustration A. Line

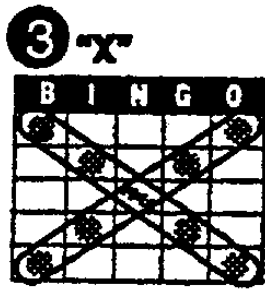


1 - Match all bingo numbers in a complete horizontal, vertical, or diagonal line to win \$2 to \$25.

Illustration B. Four Corners



2 - Match all bingo numbers in all 4 corners to win \$25 to \$250.

Illustration C. "X"

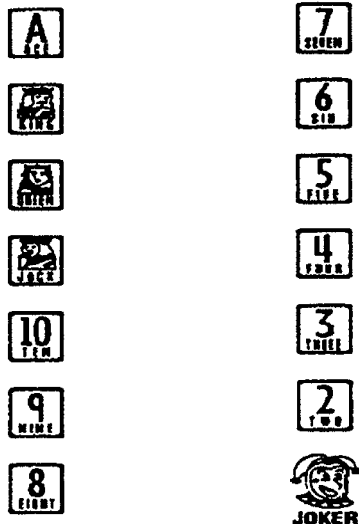
3 - Match all bingo numbers to make a complete "X" (8 numbers + "Free Space") to win \$15 to \$10,000.

Historical Note

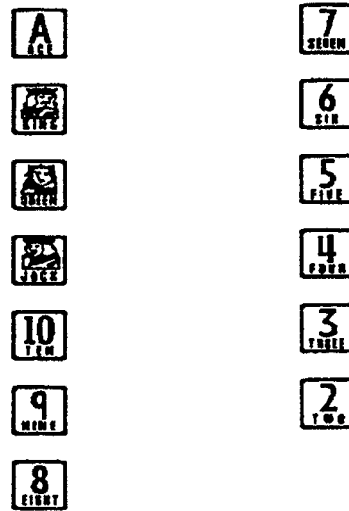
Adopted as an emergency effective May 21, 1982, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 82-3). Former Section R4-37-305 adopted as an emergency now adopted as a permanent rule effective August 19, 1982 (Supp. 82-4). Repealed effective March 6, 1986 (Supp. 86-2). New Section R4-37-305 adopted effective August 28, 1986 (Supp. 86-4). Repealed effective September 12, 1989 (Supp. 89-3). Former R4-37-323 adopted and renumbered as R4-37-305 effective November 1, 1989 (Supp. 89-4). Repealed effective November 28, 1994 (Supp. 94-4). R19-3-305 recodified from R4-37-305 (Supp. 95-1). New Section R19-3-305 adopted effective November 3, 1995 (Supp. 95-4).

R19-3-306. "Joker's Wild"

- A. Four play symbols, which are in a horizontal row, appear under the latex in the play area located on the center right portion of the ticket with "YOUR CARD" printed below each play symbol and are one of the following play spots and captions:



- B. One winning number symbol appears on the upper-right portion of the play area with "DEALER'S CARD" printed above and is one of the following play spots and captions:



- C. A pack-ticket number beginning with 200001 is located in lower-left portion on the back of the ticket.
D. Prize symbol captions correspond with and verify each of the prize symbols as follows:




Prize Symbol	Caption
\$1	ONEDOL
\$2	TWODOL
\$5	FIVEDOL
\$10	TENDOL
\$25	TWFDOL
\$50	FTYDOL
\$500	FIVHUND
\$1,000	ONETHOU

- E. The retailer validation code verifies instant winners of \$1, \$2, \$5, \$10, \$25, \$50, or \$500. The retailer validation code which corresponds with and verifies each of these winners is as follows:

ONE	=	\$1	TEN	=	\$10
TWO	=	\$2	TWF	=	\$25
FIV	=	\$5	FFY	=	\$50
			FHN	=	\$500

- F. A prize winner in the "JOKER'S WILD" instant game is determined by removing the latex from the play area on the front of the ticket to determine the 4 play symbols and the winning number symbol. Neither the retailer-validation code (or any portion thereof), the pack-ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such. If the player's "YOUR CARD" symbol matches the "DEALER'S CARD" symbol, the player wins the prize amount directly under the play symbol. If a "JOKER" appears in the winning symbol play spot, the player automatically wins the prize indicated. There may be 4 ways to win on a ticket. The prizes are as follows:

\$1	=	\$1 (one dollar) or
\$1 (w/"JOKER")	=	\$1 (one dollar) or
\$2	=	\$2 (two dollars) or
\$1 + (\$1 w/"JOKER")	=	\$2 (two dollars) or
\$2 (w/"JOKER")	=	\$2 (two dollars) or
\$1 + \$1 + \$1 + \$2	=	\$5 (five dollars) or
\$2 + \$2 + \$1	=	\$5 (five dollars) or
\$5 (w/"JOKER")	=	\$5 (five dollars) or

\$5 + \$2 + \$2 + \$1	=	\$10 (ten dollars) or
\$10 (w/“  ”)	=	\$10 (ten dollars) or
\$5 + \$5 + \$5 + \$10	=	\$25 (twenty-five dollars) or
\$25 + (w/“  ”)	=	\$25 (twenty-five dollars) or
\$25 + \$10 + \$10 + \$5	=	\$50 (fifty dollars) or
\$50 (w/“  ”)	=	\$50 (fifty dollars) or
\$500	=	\$500 (five hundred dollars)
	or	
\$1,000	=	\$1,000 (one thousand dollars)

Historical Note

Adopted as an emergency effective July 15, 1982, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 82-4). Former Section R4-37-306 adopted as an emergency now adopted as a permanent rule effective October 20, 1982 (Supp. 82-5). Repealed effective March 6, 1986 (Supp. 86-2). New Section R4-37-306 adopted as an emergency effective November 14, 1986, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 86-6). Adopted without change as a permanent rule effective February 12, 1987 (Supp. 87-1). Repealed effective September 12, 1989 (Supp. 89-3). New Section adopted effective January 5, 1990 (Supp. 90-1). Repealed effective November 28, 1994 (Supp. 94-4). R19-3-306 recodified from R4-37-306. (Supp. 95-1). New Section adopted effective December 6, 1995 (Supp. 95-4).

R19-3-307. “Double 21”

- A. In the latex play area located on the right side of the ticket, 3 play symbols appear in a vertical row with “YOUR HAND” printed above and will be one of the following play symbols: “13”, “14”, “15”, “16”, “17”, “18”, “19”, “20”, or “21” with confirming captions. Three play symbols appear in a vertical row with “HOUSE HAND” printed above and will be one of the following play symbols “12”, “13”, “14”, “15”, “16”, “17”, “18”, “19”, or “20” with confirming captions. The captions are as follows:

Play Symbol	Caption
12	TLV
13	THN
14	FRN
15	FTN
16	SXT
17	SVT
18	EGN
19	NIT
20	TWY
21	DBL

- B. Three prize symbols appear in a vertical row with “PRIZE” printed above and are one of the following: “\$1”, “\$2”, “\$5”, “\$10”, “\$20”, “\$40”, “\$250”, and “\$2,000” with confirming captions. The prize symbols and confirming captions are as follows:

Prize Symbol	Caption
\$1	ONEDOL
\$2	TWODOL
\$5	FIVEDOL
\$10	TENDOL
\$20	TWYDOL
\$40	FRYDOL
\$250	2HUND50
\$2,000	TWOTHOU

- C. A pack-ticket number is located on the lower-left side of the back of the ticket and begins with 300001.

- D. The retailer-validation code verifies instant winners of \$1, \$2, \$3, \$5, \$10, \$15, \$40, and \$250. The retailer-validation code which corresponds with and verifies each of these winners is as follows:

ONE	=	\$1	TEN	=	\$10
TWO	=	\$2	FTN	=	\$15
THR	=	\$3	FTY	=	\$40
FIV	=	\$5	THF	=	\$250

- E. A prize winner in the “DOUBLE 21” instant game is determined by removing the latex from the play area on the front of the ticket to determine the 2 play symbols and prize symbol identified as “Game 1”, the 2 play symbols and prize symbol identified as “Game 2”, and the 2 play symbols and prize symbol identified as “Game 3”. Neither the retailer-validation code (or any portion thereof), the pack-ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols or prize symbols and are not usable or playable as such. If the ticket holder’s “YOUR HAND” beats “HOUSE HAND” in either “Game 1”, “Game 2”, or “Game 3”, the player wins the prize shown for that game. There may be 3 winning games on a ticket. The prizes are as follows:

\$1	=	\$1 (one dollar) or
\$1 + \$1	=	\$2 (one dollars) or
\$1 (w/“21”)	=	\$2 (two dollars) or
\$2	=	\$2 (two dollars) or
\$1 + \$1 + \$1	=	\$3 (three dollars) or
\$1 + (\$1 w/“21”)	=	\$3 (three dollars) or
\$5	=	\$5 (five dollars) or
\$2 + \$2 + \$1	=	\$5 (five dollars) or
\$1 + (\$2 w/“21”)	=	\$5 (five dollars) or
\$5 + \$5	=	\$10 (ten dollars) or
\$5 + \$5 + \$5	=	\$15 (fifteen dollars) or
\$5 + (\$5 w/“21”)	=	\$15 (fifteen dollars) or
\$40	=	\$40 (forty dollars)
\$20 + (\$10 w/“21”)	=	\$40 (forty dollars)
\$250	=	\$250 (two hundred fifty dollars) or
\$2,000	=	\$2,000 (two thousand dollars)

Historical Note

Adopted as an emergency effective September 24, 1982, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 82-5). Readopted without change as an emergency effective December 20, 1982, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 82-5). Former Section R4-37-307 adopted as an emergency now adopted as a permanent rule without change effective March 23, 1983 (Supp. 83-2). Repealed effective March 6, 1986 (Supp. 86-2). New Section R4-37-307 adopted effective January 6, 1987 Supp. 87-1). Repealed effective September 12, 1989 (Supp. 89-3). New Section adopted effective March 7, 1990 (Supp. 90-1). Repealed effective November 28, 1994 (Supp. 94-4). R19-3-307 recodified from R4-37-307. (Supp. 95-1). New Section adopted effective December 6, 1995 (Supp. 95-4).

R19-3-308. “Match the House”

- A. Four play symbols, which are in a horizontal row, appear under the latex in the play area located on the center portion of

the ticket with "YOUR CARD" printed above each play symbol and are one of the following play spots and captions:



- B. One winning number symbol appears on the upper-center portion of the play area with "HOUSE CARD" printed above and is one of the play spots:



- C. A pack-ticket number beginning with 400001 is located in lower-left portion on the back of the ticket.
D. Prize symbol captions correspond with and verify each of the prize symbols as follows:

Prize Symbol	Caption
\$1	ONEDOL
\$2	TWODOL
\$3	THRDOL
\$5	FIVEDOL
\$10	TENDOL
\$50	FTYDOL
\$100	ONEHUND
\$2,000	TWOTHOU

- E. The retailer-validation code verifies instant winners of \$1, \$2, \$5, \$10, \$20, \$50, or \$100. The retailer-validation code which corresponds with and verifies each of these winners is as follows:

ONE	=	\$1	TEN	=	\$10
TWO	=	\$2	TWY	=	\$20
FIV	=	\$5	FFY	=	\$50
			ONH	=	\$100

- F. A prize winner in the "MATCH THE HOUSE" instant game is determined by removing the latex from the play area on the front of the ticket to determine the 4 play symbols and the winning number symbol. Neither the retailer-validation code (or any portion thereof), the pack-ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such. If the player's "YOUR CARD" symbol matches the "HOUSE CARD" symbol, the player wins the prize amount directly under the play symbol. There may be 4 ways to win on a ticket. The prizes are as follows:

\$1	=	\$1 (one dollar) or
\$2	=	\$2 (two dollars) or
\$1 + \$1	=	\$2 (two dollars) or
\$2 + \$2 + \$1	=	\$5 (five dollars) or
\$2 + \$3	=	\$5 (five dollars) or
\$5 + \$5	=	\$10 (ten dollars) or
\$5 + \$2 + \$2 + \$1	=	\$10 (ten dollars) or
\$5 + \$5 + \$10	=	\$20 (twenty dollars) or
\$10 + \$5 + \$3 + \$2	=	\$20 (twenty dollars) or
\$50	=	\$50 (fifty dollars) or
\$100	=	\$100 (one hundred dollars)
	or	
\$2,000	=	\$2,000 (two thousand dollars)

Historical Note

Adopted as an emergency effective December 28, 1982, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 82-6). Former Section R4-37-308 adopted as an emergency now adopted as a permanent rule without change effective March 23, 1983 (Supp. 83-2). Repealed effective March 6, 1986 (Supp. 86-2). New Section R4-37-308 adopted effective March 5, 1987 (Supp. 87-2). Repealed effective September 12, 1989 (Supp. 89-3). New Section adopted effective April 10, 1990 (Supp. 90-2). Repealed effective November 28, 1994 (Supp. 94-4). R19-3-308 recodified from R4-37-308 (Supp. 95-1). New Section adopted effective December 6, 1995 (Supp. 95-4).

R19-3-309. "Diamond Bucks"

- A. In the latex play area located on the right side of the ticket, 3 play symbols appear in a vertical row with YOUR SCORE printed above and are 1 of the following: "1", "2", "3", "4", "5", "6", "7", "8", "9", and "10" with confirming captions. Three play symbols appear in a vertical row with THEIR SCORE printed above and are 1 of the following: "0", "1", "2", "3", "4", "5", "6", "7", "8", and "9" with confirming captions.
B. The play symbol captions correspond with and verify the play symbols as follows:

Play Symbol	Caption
0	ZRO
1	ONE
2	TWO
3	THR
4	FOR
5	FIV
6	SIX
7	SVN
8	EGT
9	NIN
10	TEN

- C. Three prize symbols appear in a vertical row with PRIZE printed above and are 1 of the following: "\$1", "\$2", "\$3", "\$9", "\$18", "\$27", "\$300", "\$600", or "\$900" with confirming captions.
D. Prize symbol captions correspond with and verify each of the prize symbols as follows:

Prize Symbol	Caption
\$1	ONEDOL
\$2	TWODOL
\$3	THRDOL
\$9	NINEDOL
\$18	EGNDOL
\$27	TYSDOL
\$300	THRHUND
\$600	SIXHUND
\$900	NINHUND

- E. One prize symbol appears directly under the play area with BONUS BOX printed above and is 1 of the following: "JERSEY", "BAT", "BASEBALL", or "TRY AGAIN".
- F. A pack-ticket number beginning with 600001 is located in the lower left portion on the back of the ticket.
- G. The retailer validation code verifies instant winners of "\$1", "\$2", "\$3", "\$9", "\$18", "\$27", or "\$300":

\$1	=	ONE
\$2	=	TWO
\$3	=	THR
\$9	=	NIN
\$18	=	EGN
\$27	=	TYS
\$300	=	TRN

- H. A prize winner in the "DIAMOND BUCKS" instant game is determined by removing the latex from the play area on the front of the ticket to determine the 2 play symbols and prize symbol identified as Game One, the 2 play symbols and prize symbol identified as Game Two, the 2 play symbols and prize symbol identified as Game Three, and 1 play symbol identified as BONUS BOX. Neither the retailer-validation code (or any portion thereof), the pack-ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such. If the ticket holder's YOUR SCORE beats THEIR SCORE in either Game One, Game Two, or Game Three, he or she wins the prize shown for that game. There may be 3 winning games on a ticket. If the ticket reveals "JERSEY", "BAT", or "BASEBALL" as a play symbol in the BONUS BOX, he or she wins that prize. If the player wins \$600 or more on any 1 ticket, the player shall redeem the winning ticket at any Lottery office. Each "DIAMOND BUCKS" winning lottery ticket of \$600 or more automatically enters the winner into a drawing to attend a Fantasy Baseball Camp. There will be a maximum of 20 Fantasy Baseball Camp winners. The drawing date or dates will be held during mid-August 1996 or later and the Fantasy Camp will take place sometime between September 1, 1996, and December 31, 1996. Players may contact the Lottery offices or participating retailers after July 1, 1996, for specific information regarding the drawing date or dates and Fantasy Baseball Camp date or dates. The prizes are as follows:

\$1	=	\$1 (one dollar) or
\$2	=	\$2 (two dollars) or
\$1 + \$1	=	\$2 (two dollars) or
\$3	=	\$3 (three dollars) or
\$1 + \$2	=	\$3 (three dollars) or
\$1 + \$1 + \$1	=	\$3 (three dollars) or
\$9	=	\$9 (nine dollars) or
\$3 + \$3 + \$3	=	\$9 (nine dollars) or
\$18	=	\$18 (eighteen dollars) or
\$9 + \$9	=	\$18 (eighteen dollars) or
\$27	=	\$27 (twenty-seven dollars) or
\$9 + \$9 + \$9	=	\$27 (twenty-seven dollars) or
\$300	=	\$300 (three hundred dollars) or
\$600	=	\$600 (six hundred dollars) or
\$300 + \$300	=	\$600 (six hundred dollars) or

\$900	=	\$900 (nine hundred dollars) or
\$300 + \$300 + \$300	=	\$900 (nine hundred dollars) or
JERSEY	=	baseball jersey or
BAT	=	baseball bat
BASEBALL	=	baseball or
TRY AGAIN	=	no prize

Historical Note

Adopted as an emergency effective February 18, 1983, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 82-6). Former Section R4-37-309 adopted as an emergency now adopted as a permanent rule with amendments in subsection (F)(1) and (4) effective April 13, 1983 (Supp. 83-2). Repealed effective March 6, 1986 (Supp. 86-2). New Section R4-37-309 adopted effective April 8, 1987 (Supp. 87-2). Repealed effective September 12, 1989 (Supp. 89-3). New Section adopted effective June 25, 1990 (Supp. 90-2). Repealed effective November 28, 1994 (Supp. 94-4). R19-3-309 recodified from R4-37-309 (Supp. 95-1). New Section adopted effective January 30, 1996 (Supp. 96-1).

R19-3-310. "Fat Cat"

- A. Six play symbols, which are contiguous to each other in 2 rows, appear under the latex in the play area located on the right side on the front of the ticket and are 1 of the following: "\$1", "\$2", "\$5", "\$10", "\$20", "\$50", "\$100", or "\$1,000" with confirming captions. The play symbol captions correspond with and verify the play symbols as follows:

Play Symbols	Caption
\$1	ONEDOL
\$2	TWODOL
\$5	FIVEDOL
\$10	TENDOL
\$20	TWYDOL
\$50	FTYDOL
\$100	ONEHUND
\$1,000	ONETHOU

- B. The pack-ticket number begins with 800001. The pack-ticket number is located in the lower-left side on the back of the ticket.
- C. The retailer validation code verifies instant winners of \$1, \$2, \$5, \$10, \$20, \$50, and \$100 tickets. The retailer-validation code which corresponds with and verifies each of these winners is as follows:

ONE	=	\$1	TWY	=	\$20
TWO	=	\$2	FFY	=	\$50
FIV	=	\$5	ONH	=	\$100
TEN	=	\$10			

- D. A prize winner in the "FAT CAT" instant game is determined by removing the latex from the play area on the front of the ticket to determine the 6 play symbols. Neither the retailer-validation code (or any portion thereof), the pack-ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such. If the ticket owner matches 3 like play symbols, he or she wins that prize. The prizes are as follows:

Match 3	\$1	=	\$1 (one dollar) or
Match 3	\$2	=	\$2 (two dollars) or
Match 3	\$5	=	\$5 (five dollars) or
Match 3	\$10	=	\$10 (ten dollars) or
Match 3	\$20	=	\$20 (twenty dollars) or
Match 3	\$50	=	\$50 (fifty dollars) or
Match 3	\$100	=	\$100 (one hundred dollars) or
Match 3	\$1,000	=	\$1,000 (one thousand dollars)

Historical Note

Adopted as an emergency effective May 18, 1983, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 83-

3). Former Section R4-37-310 adopted as an emergency now adopted as a permanent rule without change effective August 17, 1983 (Supp. 83-4). Repealed effective March 6, 1986 (Supp. 86-2). New Section R4-37-310 adopted effective June 26, 1987 (Supp. 87-3). Repealed effective September 12, 1989 (Supp. 89-3). New Section R4-37-310 adopted effective August 2, 1990 (Supp. 90-3). Repealed effective November 28, 1994 (Supp. 94-4). R19-3-310 recodified from R4-37-310 (Supp. 95-1). New Section adopted effective March 6, 1996 (Supp. 96-1).

R19-3-311. "Winning Pairs"

- A. Four pairs of 2 play symbols, which are in a horizontal row, appear under the latex in the play area located on the lower portion of the ticket. The 1st pair has "HAND 1" printed above, the 2nd pair has "HAND 2" printed above, the 3rd pair has "HAND 3" printed above, and the 4th pair has "HAND 4" printed above. Play symbol captions correspond with and verify each of the play symbols as follows:



- B. A pack-ticket number beginning with 900001 is located in the lower-left portion on the back of the ticket.
C. Prize symbol captions correspond with and verify each of the prize symbols as follows:

Play Symbol	Caption
\$1	ONEDOL
\$2	TWODOL
\$3	THRDOL
\$5	FIVEDOL
\$10	TENDOL
\$50	FTYDOL
\$100	ONEHUND
\$1,000	ONETHOU

- D. The retailer-validation code verifies instant winners of \$1, \$2, \$4, \$5, \$10, \$20, \$50, or \$100. The retailer-validation code which corresponds with and verifies each of these winners is as follows:

ONE	=	\$1	TEN	=	\$10
TWO	=	\$2	TWY	=	\$20

FOR	=	\$4	FFY	=	\$50
FIV	=	\$5	ONH	=	\$100

- E. A prize winner in the "WINNING PAIRS" instant game is determined by removing the latex from the play area on the front of the ticket to determine the 4 pairs of 2 play symbols. Neither the retailer-validation code (or any portion thereof), the pack-ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such. If the player's cards match each other in either "HAND 1", "HAND 2", "HAND 3", or "HAND 4", the player wins the amount printed below. There may be 4 ways to win on a ticket. The prizes are as follows:

\$1	=	\$1 (one dollar) or
\$2	=	\$2 (two dollars) or
\$1 + \$1	=	\$2 (two dollars) or
\$1 + \$1 + \$1 + \$1	=	\$4 (four dollars) or
\$2 + \$2 + \$1	=	\$5 (five dollars) or
\$2 + \$3	=	\$5 (five dollars) or
\$5 + \$5	=	\$10 (ten dollars) or
\$5 + \$2 + \$2 + \$1	=	\$10 (ten dollars) or
\$5 + \$5 + \$10	=	\$20 (twenty dollars) or
\$10 + \$5 + \$3 + \$2	=	\$20 (twenty dollars) or
\$50	=	\$50 (fifty dollars) or
\$100	=	\$100 (one hundred dollars) or
\$1,000	=	\$1,000 (one thousand dollars)

Historical Note

Adopted as an emergency effective July 1, 1983, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 83-4). Former Section R4-37-301 adopted as an emergency now adopted as a permanent rule without change effective September 29, 1983 (Supp. 83-5). Repealed effective March 6, 1986 (Supp. 86-2). New Section R4-37-311 adopted effective September 10, 1987 (Supp. 87-3). Repealed effective September 12, 1989 (Supp. 89-3). New Section 4-37-311 adopted effective August 2, 1990 (Supp. 90-3). Labels for subsections (E) and (F) changed (Supp. 91-1). Repealed effective November 28, 1994 (Supp. 94-4). R19-3-311 recodified from R4-37-311 (Supp. 95-1). New Section adopted effective March 6, 1996 (Supp. 96-1).

R19-3-312. "Five Card Stud"

- A. Five play symbols, which are contiguous to each other in 3 rows, appear under the latex in the play area located on the right side on the front of the ticket with the words, "YOUR HANDS" printed above. The play symbol captions correspond with and verify the play symbols as follows:



- B. To the right of the play symbols, 3 prize symbols appear in a vertical row with "PRIZE" printed above. The play symbol captions correspond with and verify the play symbols as follows:

\$1	=	ONEDOL\$25=TWFDOL
\$2	=	TWODOL\$50=FTYDOL
\$5	=	FIVEDOL\$100=ONEHUND
\$10	=	TENDOL\$1,000=ONETHOU

- C. The pack-ticket number begins with 000001. The pack-ticket number is located in the lower-left side on the back of the ticket.
D. The retailer validation code verifies instant winners of \$1, \$2, \$5, \$10, \$20, \$25, \$50, \$100, and \$300 tickets. The retailer validation code which corresponds with and verifies each of these winners is as follows:

ONE	=	\$1TWY=\$20
TWO	=	\$2TWF=\$25

FIV = \$5FFY=\$50
 TEN= \$10ONH=\$100
 TRN=\$300

- E. A prize winner is the "FIVE CARD STUD" instant game is determined by removing the latex from the play area on the front of the ticket to determine the 5 play symbols in "HAND 1", "HAND 2", and "HAND 3." Neither the retailer validation code (or any portion thereof), the pack-ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such.

1. If the ticket owner matches 2 like play symbols in either "HAND 1", "HAND 2", or "HAND 3", the player will receive 1 of the following prizes in the columns labeled "PRIZE" (a player may win up to 3 times per ticket):
 \$1= \$1 (one dollar) or
 \$1 + \$1=\$2 (two dollars) or
 \$2= \$2 (two dollars) or
 \$2 + \$2 + \$1=\$5 (five dollars) or
 \$5= \$5 (five dollars) or
 \$5 + \$5=\$10 (ten dollars) or
 \$10 + \$10 + \$5=\$25 (twenty-five dollars) or
 \$50=\$50 (fifty dollars) or
 \$100 + \$100 + \$100=\$300 (three hundred dollars) or
2. If a player receives 3 like play symbols in either "HAND 1", "HAND 2", or "HAND 3", the amount in the "PRIZE" column will be doubled. The following prizes may be won (a player may win up to 3 times per ticket):
 \$1 (double)=\$2 (two dollars) or
 \$5 (double)=\$10 (ten dollars) or
 \$10 (double)=\$20 (twenty dollars) or
 \$25 (double)=\$50 (fifty dollars) or
 \$50 (double)=\$100 (one hundred dollars) or
 \$1,000 (double)=\$2,000 (two thousand dollars)

Historical Note

Adopted effective September 21, 1983 (Supp. 83-5).
 Repealed effective March 6, 1986 (Supp. 86-2). New
 Section R4-37-312 adopted effective November 12, 1987
 (Supp. 87-4). Repealed effective September 12, 1989
 (Supp. 89-3). New Section R4-37-312 adopted effective
 October 12, 1990 (Supp. 90-4). Repealed effective
 November 28, 1994 (Supp. 94-4). R19-3-312 recodified
 from R4-37-312 (Supp. 95-1). New Section adopted
 effective May 13, 1996 (Supp. 96-2).

R19-3-313. "Bowling For Bucks"

- A. Three play symbols appear in a column under the latex in the play area located on the right portion of the ticket with the words "YOUR SCORE" printed above. Play symbol captions correspond with and verify each of the play symbols as follows:
- 140 = HNFRTY200=TWOHUN
 142 = HNFRTW210=TWOTEN
 145 = HNFRTV215=TWOTFN
 146 = HNFRTX220=TWOTWY
 149 = HNFRTN223=TWOTTR
 150 = HNFRTY225=TWOTFV
 154 = HNFRTX227=TWOTSV
 156 = HNFRTX230=TWOTRY
 160 = HNSXTY235=TWOTRV
 180 = HNEGTY245=TWFRFV
 185 = HNETFV250=TWOTFY
 187 = HNETSV256=TWOFVSX
- B. Three play symbols appear in a column under the latex area located on the right portion of the ticket with the words "THEIR SCORE" printed above. Play symbol captions corre-

spond with and verify each of the play symbols as follows:

140 = HNFRTY200=TWOHUN
 142 = HNFRTW210=TWOTEN
 145 = HNFRTV215=TWOTFN
 146 = HNFRTX220=TWOTWY
 149 = HNFRTN223=TWOTTR
 150 = HNFRTY225=TWOTFV
 154 = HNFRTX227=TWOTSV
 156 = HNFRTX230=TWOTRY
 160 = HNSXTY235=TWOTRV
 180 = HNEGTY245=TWFRFV
 185 = HNETFV250=TWOTFY
 187 = HNETSV256=TWOFVSX

- C. A pack-ticket number beginning with 100001 is located in the lower-left portion on the back of the ticket.

- D. Prize symbol captions correspond with and verify each of the prize symbols as follows:

Prize SymbolCaption

\$1 ONEDOL
 \$2 TWODOL
 \$5 FIVEDOL
 \$5 FIVEDOL
 \$10 TENDOL
 \$20 TWYDOL
 \$100ONEHUND
 \$1,000ONETHOUD

- E. Beneath the 3 rows will be a "BONUS BOX" with 1 of the following symbols and captions:

BOWL FREE=ONE FREE GAME
 TRY AGAIN=TRY AGAIN

- F. The retailer validation code verifies instant winners of \$1, \$2, \$5, \$10, \$20, \$100, \$200, \$300, or Bowl Free. The retailer validation code which corresponds with and verifies each of these winners is as follows:

ONE= \$1TWY=\$20
 TWO=\$2ONH=\$100
 FIV = \$5TWH=\$200
 TEN= \$10TRN=\$300

BOL=BOWL FREE

- G. A prize winner in the "BOWLING FOR BUCKS" instant game is determined by removing the latex from the play area on the front of the ticket to determine the 3 pairs of 2 play symbols. Neither the retailer validation code (or any portion thereof), the pack-ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such. If the ticket holder's "YOUR SCORE" beats "THEIR SCORE" in either "GAME 1", "GAME 2", or "GAME 3", the player wins the amount indicated in the "PRIZE" box. There may be 3 changes to win cash prizes on a ticket. The prizes are as follows:

\$1	=	\$1 (one dollar) or
\$1 + \$1	=	\$2 (two dollars) or
\$2	=	\$2 (two dollars) or
\$5	=	\$5 (five dollars) or
\$5 + \$5	=	\$10 (ten dollars) or
\$10	=	\$10 (ten dollars) or
\$10 + \$10	=	\$20 (twenty dollars) or
\$20	=	\$20 (twenty dollars) or
\$100	=	\$100 (one hundred dollars)
		or
\$100 + \$100	=	\$200 (two hundred dollars) or
\$100 + \$100 + \$100	=	\$300 (three hundred dollars) or

\$1,000	=	\$1,000 (one thousand dollars)
BONUS BOX PRIZES		
BOWL FREE	=	one free game of bowling at participating bowling lanes; or
TRY AGAIN	=	Non-winning ticket.

Historical Note

Adopted effective December 1, 1983 (Supp. 83-6).
 Repealed effective March 6, 1986 (Supp. 86-2). New Section R4-37-313 adopted effective January 7, 1988 (Supp. 88-1). Automatically repealed effective January 7, 1989 (Supp. 89-1). New Section R4-37-313 adopted effective November 6, 1990 (Supp. 90-4). Repealed effective November 28, 1994 (Supp. 94-4). R19-3-313 recodified from R4-37-313 (Supp. 95-1). New Section adopted effective May 13, 1996 (Supp. 96-2).

R19-3-314. "Bonus 7 Come 11"

- A. In the latex play area located in the middle of the ticket, 1 horizontal row of 4 play symbol areas appear. The 1st play symbol area has "ROLL 1" printed above, the 2nd play symbol area has "ROLL 2" printed above, the 3rd play symbol has "ROLL 3" printed above, and the 4th play symbol area has "BONUS ROLL" printed above. The 4 play symbol areas contain 2 of the following play symbols: "1", "2", "3", "4", "5", or "6".
- B. The play symbols captions correspond with and verify the play symbols as follows:

Play Symbol	Caption
1	ONE
2	TWO
3	THREE
4	FOUR
5	FIVE
6	SIX

- C. Prize symbols captions correspond with and verify each of the prize symbols and are 1 of the following: "\$1", "\$2", "\$3", "\$5", "\$10", "\$50", "\$100", or "\$1,000" with confirming captions. The confirming captions are as follows:

Prize Symbol	Caption
\$1	ONEDOL
\$2	TWODOL
\$3	THRDOL
\$5	FIVEDOL
\$10	TENDOL
\$50	FTYDOL
\$100	ONEHUND
\$1,000	ONETHOU

- D. A pack-ticket number beginning with "200001" is located in the lower-left portion on the back of the ticket.
- E. The retailer validation code verifies instant winners of a \$1, \$2, \$5, \$10, \$20, \$50, or \$100 ticket. The retailer validation code which corresponds with and verifies each of these winners is as follows:
- ONE= \$1TWY=\$20
 TWO= \$2FFY=\$50
 FIV = \$5ONH=\$100
 TEN= \$10
- F. A prize winner in the "Bonus 7 Come 11" instant game is determined by removing the latex from the play area on the front of the ticket to reveal the 8 play symbols and 3 prize symbols. Neither the retailer validation code (or any portion thereof), the pack-ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such. If the sum of any

roll in "ROLL 1", "ROLL 2", and "ROLL 3" is 7 or 11, the player wins the prize indicated in the "PRIZE" box below the corresponding roll. If the sum in "BONUS ROLL" is 7 or 11, the player wins the prizes indicated in all 3 "PRIZE" boxes. A player may win up to 3 times per ticket. The prizes are as follows:

\$1	=	\$1 (one dollar) or
\$1 + \$1	=	\$2 (two dollars) or
\$2	=	\$2 (two dollars) or
\$2 + \$2 + \$1	=	\$5 (five dollars) or
\$2 + \$2 + \$1 (w/ bonus)	=	\$5 (five dollars) or
\$3 + \$2	=	\$5 (five dollars) or
\$5 + \$5	=	\$10 (ten dollars) or
\$5 + \$3 + \$2 (w/ bonus)	=	\$10 (ten dollars) or
\$10 + \$5 + \$5	=	\$20 (twenty dollars) or
\$10 + \$5 + \$5 (w/ bonus)	=	\$20 (twenty dollars) or
\$50	=	\$50 (fifty dollars) or
\$50 + \$50	=	\$100 (one hundred dollars) or
\$100	=	\$100 (one hundred dollars) or
\$1,000 + \$1,000 + \$1,000	=	\$3,000 (three thousand dollars)

Historical Note

Adopted effective January 6, 1984 (Supp. 84-1).
 Repealed effective March 6, 1986 (Supp. 86-2). New Section R4-37-314 adopted effective March 11, 1988 (Supp. 88-1). Automatically repealed effective March 11, 1989 (Supp. 89-1). New Section R4-37-314 adopted effective December 12, 1990 (Supp. 90-4). Repealed effective November 28, 1994 (Supp. 94-4). R19-3-314 recodified from R4-37-314 (Supp. 95-1). New Section adopted effective June 21, 1996 (Supp. 96-2).

R19-3-315. "3 of a Kind"

- A. In the latex play area located on the right side of the ticket, 3 play symbols appear in 3 rows and will be 1 of the following play symbols and confirming captions:



- B. The retailer validation code verifies instant winners of \$1, \$2, \$3, \$4, \$5, \$8, \$20, \$50, \$100, and \$500. The retailer validation code which corresponds with and verifies each of these winners is as follows:

ONE	=	\$1EGT=\$8
TWO	=	\$2TWY=\$20
THR	=	\$3FFY=\$50
FOR	=	\$4ONH=\$100
FIV	=	\$5FHN=\$500

- C. A pack ticket number beginning with "300001" is located in the lower-left portion on the back of the ticket.
- D. A prize winner in the "3 of a Kind" instant game is determined by removing the latex from the play area on the front of the ticket to determine the play symbols. Neither the retailer validation code (or any portion thereof), the pack-ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols or prize symbols and are not usable or playable as such. If the ticket holder has 3 identical play symbols in any row, column, or diagonal, the player wins the prize shown on the prize table. There may be 3 winning games on a ticket. The prizes are as follows:

Match 3 "7's" in any row,
 column, or diagonal=\$1 (one dollar) or

Match 3 "7's" in any row,
 column, or diagonal, plus
 match 3 "7's" in any other

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row, column, or diagonal=\$2 (two dollars) or

Match 3 “8’s” in any row,
column, or diagonal=\$2 (two dollars) or

Match 3 “7’s” in any row,
column, or diagonal, plus
match 3 “8’s” in any other
row, column, or diagonal=\$3 (three dollars) or

Match 3 “7’s” in any row,
column, or diagonal, plus
match 3 “7’s” in any other
row, column, or diagonal,
plus match 3 “8’s” in any
other row, column, or
diagonal = \$4 (four dollars) or

Match 3 “9’s” in any row,
column, or diagonal=\$5 (five dollars) or

Match 3 “7’s” in any row,
column, or diagonal, plus
match 3 “8’s” in any other
row, column, or diagonal,
plus match 3 “9’s” in any
other row, column, or
diagonal = \$8 (eight dollars) or

Match 3 “10’s” in any row,
column, or diagonal=\$20 (twenty dollars) or

Match 3 “J’s” in any row,
column, or diagonal=\$50 (fifty dollars) or

Match 3 “J’s” in any row,
column, or diagonal, plus
match 3 “J’s” in any other
row, column, or diagonal=\$100 (one hundred
dollars) or

Match 3 “Q’s” in any row,
column, or diagonal=\$100 (one hundred dol-
lars)

Match 3 “K’s” in any row,
column, or diagonal=\$500 (five hundred dol-
lars)

Match 3 “A’s” in any row,
column, or diagonal=\$5,000 (five thousand
dollars).

Historical Note

Adopted effective March 22, 1984 (Supp. 84-2).
Repealed effective March 6, 1986 (Supp. 86-2). New
Section R4-37-315 adopted effective May 5, 1988. Auto-
matically repealed effective May 5, 1989 (Supp. 89-2).
New Section R4-37-315 adopted effective January 21,
1991 (Supp. 91-1). Repealed effective November 28,
1994 (Supp. 94-4). R19-3-315 recodified from R4-37-
315 (Supp. 95-1). New Section adopted effective June 21,
1996 (Supp. 96-2).

R19-3-316. “Heat Wave”

- A. 4 play symbols, which are in a horizontal row, appear under the latex in the play area located on the right portion of the ticket with “TODAY’S HIGH” printed above each play symbol, and are 1 of the following play symbols and captions:

Play Symbol	Caption
90	NINETY
92	NTYTWO
94	NTYFOR

96	NTYSIX
98	NTYEGT
100	ONEHUN
102	HUNTWO
104	HUNFOR
106	HUNSIX
108	HUNEGT
110	HUNTEN
112	HUNTLV
114	HUNFRN
116	HUNSXN
118	HUNEGN
120	HUNTWY

- B. 1 winning number symbol appears on the upper-right portion of the play area with “RECORD HIGH” printed above and is 1 of the following play symbols:

Play Symbol	Caption
90	NINETY
92	NTYTWO
94	NTYFOR
96	NTYSIX
98	NTYEGT
100	ONEHUN
102	HUNTWO
104	HUNFOR
106	HUNSIX
108	HUNEGT
110	HUNTEN
112	HUNTLV
114	HUNFRN
116	HUNSXN
118	HUNEGN
120	HUNTWY

- C. A pack-ticket number beginning with 400001 is located in the lower-left portion on the back of the ticket.
D. Prize symbol captions correspond with and verify each of the prize symbols as follows:

Prize Symbol	Caption
\$1	ONEDOL
\$2	TWODOL
\$5	FIVEDOL
\$10	TENDOL
\$50	FTYDOL
\$5,000	FIVTHOU

- E. The retailer validation code verifies instant winners of “\$1”, “2”, “\$5”, “\$10”, “\$15”, “\$50”, “\$100”, or “\$150”. The retailer validation code which corresponds with and verifies each of these winners is as follows:

ONE= \$1FTN=\$15
TWO= \$2FFY=\$50
FIV = \$5ONH=\$100
TEN= \$10OFY=\$150

- F. A prize winner in the “HEAT WAVE” instant game is determined by removing the latex from the play area on the front of the ticket to determine the 4 play symbols and the winning number symbol. Neither the retailer validation code (or any portion thereof), the pack ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such. If the player’s “TODAY’S HIGH” symbol beats the “RECORD HIGH” symbol, the player wins the prize amount directly under the winning play symbol. There may be 4 ways to win on a ticket. The prizes are as follows:

\$1 = \$1 (one dollar) or
\$1 + \$1= \$2 (two dollars) or
\$2 = \$2 (two dollars) or

$\$5 = \5 (five dollars) or
 $\$2 + \$2 + \$1 = \5 (five dollars) or
 $\$5 + \$5 = \$10$ (ten dollars) or
 $\$10 = \10 (ten dollars) or
 $\$5 + \$5 + \$5 = \15 (fifteen dollars) or
 $\$50 = \50 (fifty dollars) or
 $\$50 + \$50 = \$100$ (one hundred dollars) or
 $\$50 + \$50 + \$50 = \150 (one hundred fifty dollars) or
 $\$5,000 = \$5,000$ (five thousand dollars).

Historical Note

Adopted effective May 31, 1984 (Supp. 84-3). Repealed effective March 6, 1986 (Supp. 86-2). New Section R4-37-316 adopted effective June 30, 1988 (Supp. 88-2). Amended by deleting subsection (C) effective June 12, 1989 (Supp. 89-2). Repealed effective November 28, 1994 (Supp. 94-4). R19-3-316 recodified from R4-37-316 (Supp. 95-1). New Section adopted effective June 21, 1996 (Supp. 96-2).

R19-3-317. "In The Chips"

- A.** In the latex play area located on the lower half of the ticket, 2 horizontal rows of 5 play symbols appear with "YOUR CHIPS" printed between the 2 rows, and are 1 of the following: "1", "2", "3", "4", "5", "6", "7", "8", "9", "10", "11", "12", "13", "14", or "15" with confirming captions. 2 play symbols appear on the upper-right front of the latex area with "HOUSE CHIPS" printed above, and are 1 of the following: "1", "2", "3", "4", "5", "6", "7", "8", "9", "10", "11", "12", "13", "14", or "15" with confirming captions.

- B.** The play symbol captions correspond with and verify the play symbols as follows:

Play Symbol	Caption
1	ONE
2	TWO
3	THREE
4	FOUR
5	FIVE
6	SIX
7	SEVEN
8	EIGHT
9	NINE
10	TEN
11	ELVEN
12	TWLVE
13	THRTN
14	FORTN
15	FIFTN

- C.** Prize symbol captions correspond with and verify each of the prize symbols and are 1 of the following: "\$1", "\$2", "\$4", "\$5", "\$10", "\$20", "\$40", "\$50", "\$200", "\$400", or "\$25,000" with confirming captions.

Prize Symbol	Caption
\$1	ONEDOL
\$2	TWODOL
\$4	FORDOL
\$5	FIVEDOL
\$10	TENDOL
\$20	TWYDOL
\$40	FRYDOL
\$50	FTYDOL
\$200	TWOHUND
\$400	FORHUND
\$25,000	TWFTHOU

- D.** A pack-ticket number beginning with 500001 is located in the lower-left portion on the back of the ticket.

- E.** The retailer validation code verifies instant winners of a "\$2", "\$4", "\$5", "\$10", "\$20", "\$40", or "\$400" ticket. The retailer validation code which corresponds with and verifies each of these winners is as follows:

$TWO = \$2TWY = \20
 $FOR = \$4FTY = \40
 $FIV = \$5FRH = \400
 $TEN = \$10$

- F.** A prize winner in the "IN THE CHIPS" instant game is determined by removing the latex from the play area on the front of the ticket to reveal the play symbols and prize symbols. Neither the retailer validation code (or any portion thereof), the pack-ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols or prize symbols and are not usable or playable as such. If any play symbol under "YOUR CHIPS" matches either play symbol under "HOUSE CHIPS", the player wins the prize shown for that game. There are 20 chances to win 10 times on a ticket. The prizes are as follows:

$\$1 + \$1 = \$2$ (two dollars) or

$\$2 = \2 (two dollars) or

$\$1 + \$1 + \$1 + \$1 = \$4$ (four dollars) or

$\$2 + \$2 = \$4$ (four dollars) or

$\$4 = \4 (four dollars) or

$\$5 = \5 (five dollars) or

$\$1 + \$4 = \$5$ (five dollars) or

$\$1 + \$2 + \$2 = \5 (five dollars) or

$\$1 + \$1 + \$1 + \$1 + \$1 = \5 (five dollars) or

$\$1 + \$1 + \$1 + \$1 + \$1$

$\$1 + \$1 + \$1 + \$1 + \$1 = \10 (ten dollars) or

$\$5 + \$1 + \$1 + \$1 + \$1 + \$1 = \$10$ (ten dollars) or

$\$5 + \$5 = \$10$ (ten dollars) or

$\$10 = \10 (ten dollars) or

$\$2 + \$2 + \$2 + \$2 + \$2$

$\$2 + \$2 + \$2 + \$2 + \$2 = \20 (twenty dollars) or

$\$4 + \$4 + \$4 + \$4 + \$4 = \20 (twenty dollars) or

$\$10 + \$10 = \$20$ (twenty dollars) or

$\$20 = \20 (twenty dollars) or

$\$5 + \$5 + \$5 + \$5 + \$5$

$\$5 + \$5 + \$5 = \40 (forty dollars) or

$\$4 + \$4 + \$4 + \$4 + \$4$

$\$4 + \$4 + \$4 + \$4 + \$4 = \40 (forty dollars) or

$\$10 + \$10 + \$10 + \$10 = \$40$ (forty dollars) or

$\$20 + \$20 = \$40$ (forty dollars) or

$\$40 = \40 (forty dollars) or

$\$50 + \$50 + \$50 + \50

$\$50 + \$50 + \$50 + \$50 = \$400$ (four hundred dollars) or

$\$200 + \$40 + \$40 +$

$\$40 + \$40 + \$40 = \400 (four hundred dollars) or

$\$200 + \$200 = \$400$ (four hundred dollars) or

$\$400 = \400 (four hundred dollars) or

\$25,000 = \$25,000 (twenty-five thousand dollars)

Historical Note

Adopted effective July 12, 1984 (Supp. 84-4). Repealed effective September 12, 1989 (Supp. 89-3). New Section R4-37-317 adopted effective January 21, 1991 (Supp. 91-1). Repealed effective November 28, 1994 (Supp. 94-4). R19-3-317 recodified from R4-37-317 (Supp. 95-1). New Section adopted effective June 21, 1996 (Supp. 96-2).

R19-3-318. "Instant Jackpot"

- A. Three play symbols, which are contiguous to each other in 4 rows, appear under the latex in the play area located on the right side on the front of the ticket and are 1 of the following:



- B. The word "PRIZE" appears to the right of each row of play symbols and is 1 of the following:

<u>Play Symbol</u>	<u>Caption</u>
\$1	ONEDOL
\$2	TWODOL
\$5	FIVEDOL
\$10	TENDOL
\$50	FTYDOL
\$500	FIVHUND
\$5,000	FIVTHOU

- C. The pack-ticket number begins with 600001. The pack-ticket number is located in the lower-left side on the back of the ticket.
- D. The retailer validation code verifies instant winners of \$1, \$2, \$5, \$10, \$50, \$100, \$200, or \$500 tickets. The retailer validation code which corresponds with and verifies each of these winners is as follows:

ONE = \$1	FFY = \$50
TWO = \$2	ONH = \$100
FIV = \$5	TWH = \$200
TEN = \$10	FHN = \$500

- E. A prize winner in the "INSTANT JACKPOT" instant game is determined by removing the latex from the play area on the front of the ticket to determine the 12 play symbols in "PLAY 1", "PLAY 2", "PLAY 3", and "PLAY 4" and the 4 prize symbols in the "PRIZE" box in "PLAY 1", "PLAY 2", "PLAY 3", and "PLAY 4". Neither the retailer validation code (or any portion thereof), the pack-ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such. If the ticket owner matches any 3 like play symbols in Illustration "A" in either "PLAY 1", "PLAY 2", "PLAY 3", or "PLAY 4", the ticket owner wins the prize in the corresponding "PRIZE" box. If "WIN" appears in any of the 1st 3 play spots in either "PLAY 1", "PLAY 2", "PLAY 3", or "PLAY 4", the ticket holder automatically wins the prize in the "PRIZE" box for that corresponding row. There are 4 chances to win on a ticket. The prizes in the "PRIZE" play area are as follows:

\$1	=	\$1 (one dollar) or
\$1 + \$1	=	\$2 (two dollars) or
\$2	=	\$2 (two dollars) or
\$1 + \$1 + \$1 + \$2	=	\$5 (five dollars) or
\$1 + \$2 + \$2	=	\$5 (five dollars) or
\$5	=	\$5 (five dollars) or
\$5 + \$2 + \$2 + \$1	=	\$10 (ten dollars) or
\$5 + \$5	=	\$10 (ten dollars) or
\$10	=	\$10 (ten dollars) or
\$50	=	\$50 (fifty dollars) or
\$50 + \$50	=	\$100 (one hundred dollars)
	or	

\$50 + \$50 + \$50 + \$50	=	\$200 (two hundred dollars) or
\$500	=	\$500 (five hundred dollars) or
\$5,000	=	\$5,000 (five thousand dollars) or
\$5,000 + \$5,000 + \$5,000	=	\$15,000 (fifteen thousand dollars)

"WIN" symbol will equal the amount indicated in the corresponding prize box and will be 1 of the following:

\$1	=	\$1 (one dollar) or
\$2	=	\$2 (two dollars) or
\$5	=	\$5 (five dollars) or
\$10	=	\$10 (ten dollars) or
\$500	=	\$500 (five hundred dollars)

Historical Note

Adopted effective July 26, 1984 (Supp. 84-4). Repealed effective March 6, 1986 (Supp. 86-2). New Section R4-37-318 adopted effective August 10, 1988 (Supp. 88-3). Repealed effective November 28, 1994 (Supp. 94-4). R19-3-318 recodified from R4-37-318 (Supp. 95-1). New Section adopted effective July 19, 1996 (Supp. 96-3).

Illustration "A"



Historical Note

Adopted effective July 19, 1996 (Supp. 96-3).

R19-3-319. "Cactus Cash"

- A. Nine play symbols, which are contiguous to each other in 3 rows, appear under the latex in the play area located on the right side of the front of the ticket and are 1 of the following: "C", "\$1", "\$2", "\$5", "\$10", "\$20", "\$100", or "\$1,000" with confirming captions.
- B. A pack-ticket number beginning with 700001 is located in the lower-left portion on the back of the ticket.
- C. Play symbol captions correspond with and verify each of the play symbols as follows:





<u>Play Symbol</u>	<u>Caption</u>
C	DOUBLE
\$1	ONEDOL
\$2	TWODOL
\$5	FIVEDOL
\$10	TENDOL
\$20	TWENTY
\$100	ONEHUND
\$1,000	ONETHOU

- D. The retailer validation code verifies instant winners of \$1, \$2, \$4, \$5, \$10, \$20, or \$100. The retailer validation code which corresponds with and verifies each of these winners is as follows:

ONE = \$1	TEN = \$10
TWO = \$2	TWY = \$20
FOR = \$4	ONH = \$100
FIV = \$5	

- E. A prize winner in the "CACTUS CASH" instant game is determined by removing the latex from the play area on the front of the ticket to determine the 9 play symbols. Neither the retailer validation code (or any portion thereof), the pack-ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such. If the ticket owner matches 3 like play symbols, the ticket owner wins that prize. If the player matches 3 like play symbols plus a "C", the prize amount is

doubled. There may be only 1 prize per ticket. The prizes are as follows:

Match 3	\$1	=	\$1 (one dollar) or
Match 3	\$1 + 	=	\$2 (two dollars) or
Match 3	\$2	=	\$2 (two dollars) or
Match 3	\$2 + 	=	\$4 (four dollars) or
Match 3	\$5	=	\$5 (five dollars) or
Match 3	\$5 + 	=	\$10 (ten dollars) or
Match 3	\$10	=	\$10 (ten dollars) or
Match 3	\$10 + 	=	\$20 (twenty dollars) or
Match 3	\$20	=	\$20 (twenty dollars) or
Match 3	\$100	=	\$100 (one hundred dollars) or
Match 3	\$1,000	=	\$1,000 (one thousand dollars)

Historical Note

Adopted effective September 14, 1984 (Supp. 84-5).
 Repealed effective March 6, 1986 (Supp. 86-2). New
 Section R4-37-319 adopted effective November 9, 1988
 (Supp. 88-4). Section expired November 9, 1989 (Supp.
 90-1). R19-3-319 recodified from R4-37-319
 (Supp. 95-1). New Section adopted effective July 19,
 1996 (Supp. 96-3).

R19-3-320. "Money Bags"

- A. Four play symbols, which are in a horizontal row, appear under the latex in the play area located on the center-right portion of the ticket with "YOUR NUMBER", printed above each play symbol, and are 1 of the following: "1", "2", "3", "4", "5", "6", "7", "8", or "9" with confirming captions. One winning number symbol appears on the upper-right portion of the play area with "WINNING NUMBER" printed above and is 1 of the following: "1", "2", "3", "4", "5", "6", "7", "8", or "9" with confirming captions.
- B. A pack-ticket number beginning with 800001 is located in lower-left portion on the back of the ticket.
- C. "YOUR NUMBER" play symbol captions correspond with and verify each of the play symbols as follows:

<u>Play Symbol</u>	<u>Caption</u>
1	ONE
2	TWO
3	THREE
4	FOUR
5	FIVE
6	SIX
7	SEVEN
8	EIGHT
9	NINE

- D. "WINNING NUMBER" play symbol captions correspond with and verify each of the winning number symbols as follows:

<u>Play Symbol</u>	<u>Caption</u>
1	ONE
2	TWO
3	THREE
4	FOUR
5	FIVE
6	SIX
7	SEVEN
8	EIGHT
9	NINE

- E. Prize symbol captions correspond with and verify each of the prize symbols as follows:

<u>Prize Symbol</u>	<u>Caption</u>
---------------------	----------------

\$1	ONEDOL
\$2	TWODOL
\$3	THRDOL
\$5	FIVEDOL
\$10	TENDOL
\$50	FTYDOL
\$100	ONEHUND
\$2,500	TWFHUND

- F. The retailer validation code verifies instant winners of \$1, \$2, \$5, \$10, \$20, \$50, or \$100. The retailer validation code which corresponds with and verifies each of these winners is as follows:

ONE	=	\$1	TEN	=	\$10
TWO	=	\$2	TWY	=	\$20
FIV	=	\$5	FFY	=	\$50
			ONH	=	\$100

- G. A prize winner in the "MONEY BAGS" instant game is determined by removing the latex from the play area on the front of the ticket to determine the 4 play symbols and the winning number symbol. Neither the retailer validation code (or any portion thereof), the pack-ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such. If the player's "YOUR NUMBER" symbol matches the "WINNING NUMBER" symbol, the player wins the prize amount directly under the play symbol. There may be 4 ways to win on a ticket. The prizes are as follows:

\$1	=	\$1 (one dollar) or
\$2	=	\$2 (two dollars) or
\$2 + \$2 + \$1	=	\$5 (five dollars) or
\$3 + \$2	=	\$5 (five dollars) or
\$5 + \$5	=	\$10 (ten dollars) or
\$5 + \$2 + \$3	=	\$10 (ten dollars) or
\$5 + \$5 + \$10	=	\$20 (twenty dollars) or
\$10 + \$5 + \$3 + \$2	=	\$20 (twenty dollars) or
\$50	=	\$50 (fifty dollars) or
\$100	=	\$100 (one hundred dollars) or
\$2,500	=	\$2,500 (two-thousand five hundred dollars)

Historical Note

Adopted effective November 15, 1984 (Supp. 84-6).
 Repealed effective March 6, 1986 (Supp. 86-2). New
 Section R4-37-320 adopted effective January 6, 1989
 (Supp. 89-1). Section expired effective January 6, 1990
 (Supp. 90-1). R19-3-320 recodified from R4-37-320
 (Supp. 95-1). New Section adopted effective July 19,
 1996 (Supp. 96-3).

R19-3-321. "Ace in the Hole"

- A. Three play symbols appear in a column in the left side of the latex area with "YOUR CARD" printed above. Three play symbols appear in the center column of the latex area with "THEIR CARD" printed above. Three prize symbols appear in the right column in the latex area with "PRIZE" printed above. A prize symbol in the lower-right portion of the latex area appears with "HOLE CARD" printed above.
- B. The play symbols and captions for "YOUR CARD" are as follows:



- C. The play symbols and captions for "THEIR CARD" are as follows:



- D. The play symbols and captions for "HOLE CARD" are as follows:



- E. Prize symbol captions correspond with and verify each of the prize symbols as follows:

Prize Symbol	Caption
\$1	ONEDOL
\$2	TWODOL
\$5	FIVEDOL
\$20	TWYDOL
\$40	FRYDOL
\$250	2HUND50
\$10,000	TENTHOU

- F. A pack-ticket number beginning with 900001 is located in the lower-left portion on the back of the ticket.

- G. The retailer validation code verifies instant winners of \$1, \$2, \$3, \$5, \$10, \$15, \$40, and \$250. The retailer validation code which corresponds with and verifies each of these winners is as follows:

ONE	=	\$1	TEN	=	\$10
TWO	=	\$2	FTN	=	\$15
THR	=	\$3	FTY	=	\$40
FIV	=	\$5	THF	=	\$250

- H. A prize winner in the "ACE IN THE HOLE" instant game is determined by removing the latex from the play area on the front of the ticket to determine the 3 play symbols in the column labeled "YOUR CARD", the 3 play symbols in the column marked "THEIR CARD" and the 3 prize symbols in the column marked "PRIZE". Neither the retailer validation code (or any portion thereof), the pack-ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such. If the player's "YOUR CARD" beats "THEIR CARD" in either "HAND 1", "HAND 2", or "HAND 3", the player wins the prize shown in the corresponding "PRIZE" box. If an "Ace" appears in the "HOLE CARD", the player wins the amounts of all 3 "PRIZE" boxes. There may be 3 winning games on a ticket. The prizes are as follows:

\$1	=	\$1 (one dollar) or
\$1 + \$1	=	\$2 (two dollars) or
\$2	=	\$2 (two dollars) or
\$1 + \$1 + \$1	=	\$3 (three dollars) or
\$5	=	\$5 (five dollars) or
\$1 + \$2 + \$2	=	\$5 (five dollars) or
\$5 + \$5	=	\$10 (ten dollars) or
\$5 + \$5 + \$5	=	\$15 (fifteen dollars) or
\$20 + \$20	=	\$40 (forty dollars) or
\$40	=	\$40 (forty dollars) or
\$250	=	\$250 (two hundred fifty dollars) or
\$10,000	=	\$10,000 (ten thousand dollars)

Historical Note

Adopted effective November 15, 1984 (Supp. 84-6).
 Repealed effective March 6, 1986 (Supp. 86-2). New
 Section R4-37-321 adopted effective March 10, 1989
 (Supp. 89-1). Section expired effective March 10, 1990
 (Supp. 90-1). R19-3-321 recodified from R4-37-321
 (Supp. 95-1). New Section adopted effective July 19,
 1996 (Supp. 96-3).

R19-3-322. "Power Play"

- A. In the latex play area located on the right side of the ticket, 3 play symbols appear in a vertical row with "YOUR SCORE" printed above, and are 1 of the following: "1", "2", "3", "4", "5", "6", "7", "8", "9", or "10" with confirming captions.

Three play symbols appear in a vertical row with "THEIR SCORE" printed above, and are 1 of the following: "0", "1", "2", "3", "4", "5", "6", "7", "8", or "9" with confirming captions.

- B. The play symbol captions correspond with and verify the play symbols as follows:

Play Symbol	Caption
0	ZRO
1	ONE
2	TWO
3	THR
4	FOR
5	FIV
6	SIX
7	SVN
8	EGT
9	NIN
10	TEN

- C. Three prize symbols appear in a vertical row with "PRIZE" above and are 1 of the following: "\$1", "\$2", "\$5", or "\$500" with confirming captions.

- D. Prize symbols and captions for "PRIZE" correspond with and verify each of the prize symbols as follows:

Play Symbol	Caption
\$1	ONEDOL
\$2	TWODOL
\$5	FIVEDOL
\$500	FIVHUND

- E. One prize symbol appears directly under the play area with "BONUS BOX" printed above and are 1 of the following: "T-SHIRT" or "TRY AGAIN". The prize symbols and captions for "BONUS BOX" correspond with and verify each of the prize symbols as follows:

Prize Symbol	Caption
T-SHIRT	T-SHIRT
TRY AGAIN	TRY AGAIN

- F. A pack-ticket number beginning with 000001 is located in the lower-left portion on the back of the ticket.

- G. The retailer validation code verifies instant winners of "\$1", "\$2", "\$3", "\$5", "\$8", "\$9", "\$10", "\$15", and "\$500". The retailer validation code which corresponds with and verifies each of these winners is as follows:

ONE	=	\$1	EGT	=	\$8
TWO	=	\$2	NIN	=	\$9
THR	=	\$3	TEN	=	\$10
FIV	=	\$5	FTN	=	\$15
			FHN	=	\$500

- H. A prize winner in the "POWER PLAY" instant game is determined by removing the latex from the play area on the front of the ticket to determine the 2 play symbols and prize symbol identified as "GAME 1", the 2 play symbols and prize symbol identified as "GAME 2", and the 2 play symbols and prize symbol identified as "GAME 3". Neither the retailer validation code (or any portion thereof), the pack-ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such. If the player's "YOUR SCORE" beats "THEIR SCORE" in either "GAME 1", "GAME 2", or "GAME 3", the player wins the prize shown in the corresponding "PRIZE" box. There may be 3 winning games on a ticket. The prizes are as follows:

\$1	=	\$1 (one dollar) or
\$1 + \$1	=	\$2 (two dollars) or
\$2	=	\$2 (two dollars) or
\$1 + \$1 + \$1	=	\$3 (three dollars) or
\$1 + \$2	=	\$3 (three dollars) or

\$5 = \$5 (five dollars) or
 \$1 + \$2 + \$2=\$5 (five dollars) or
 \$1 + \$2 + \$5=\$8 (eight dollars) or
 \$2 + \$2 + \$5=\$9 (nine dollars) or
 \$5 + \$5= \$10 (ten dollars) or
 \$5 + \$5 + \$5=\$15 (fifteen dollars) or
 \$500= \$500 (five hundred dollars) or
 \$500 + \$500=\$1,000 (one-thousand dollars) or
 \$500 + \$500 + \$500=\$1,500 (one-thousand five hundred dollars)

BONUS BOX PRIZES:

T-SHIRT=NHL t-shirt

TRY AGAIN=non-winning ticket

Historical Note

Adopted effective March 7, 1985 (Supp. 85-2). Repealed effective March 6, 1986 (Supp. 86-2). New Section R4-37-222 adopted effective May 3, 1989 (Supp. 89-2). Repealed effective November 28, 1994 (Supp. 94-4). R19-3-222 recodified from R4-37-222 (Supp. 95-1). New Section adopted effective August 27, 1996 (Supp. 96-3).

R19-3-323. "Break the Bank"

- A. Six play symbols, which are contiguous to each other in 2 rows, appear under the latex in the play area located on the right side on the front of the ticket and are 1 of the following: \$1, \$2, \$5, \$10, \$20, \$50, \$100, or \$1,000 with confirming captions. The play symbol captions correspond with and verify the play symbols as follows:

Play Symbols	Caption
\$1	ONEDOL
\$2	TWODOL
\$5	FIVEDOL
\$10	TENDOL
\$20	TWYDOL
\$50	FTYDOL
\$100	ONEHUND
\$1,000	ONETHOU

- B. The retailer validation code verifies instant winners of \$1, \$2, \$5, \$10, \$20, \$50, and \$100. The retailer validation code which corresponds with and verifies each of these winners is as follows:

ONE	=	\$1	TWY	=	\$20
TWO	=	\$2	FFY	=	\$50
FIV	=	\$5	ONH	=	\$100
TEN	=	\$10			

- C. A pack ticket number beginning with "100001" is located in the lower-left portion on the back of the ticket.
- D. A prize winner in the "Break the Bank" instant game is determined by removing the latex from the play area on the front of the ticket to determine the play symbols. Neither the retailer validation code (or any portion thereof), the pack-ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols or prize symbols and are not usable or playable as such. If the ticket owner matches 3 identical play symbols, the player wins that amount. The prizes are as follows:

Match three: \$1	=	\$1 (one dollar) or
Match three: \$2	=	\$2 (two dollars) or
Match three: \$5	=	\$5 (five dollars) or
Match three: \$10	=	\$10 (ten dollars) or
Match three: \$20	=	\$20 (twenty dollars) or
Match three: \$50	=	\$50 (fifty dollars) or
Match three: \$100	=	\$100 (one hundred dollars)
		or
Match three: \$1,000	=	\$1,000 (one-thousand dollars)

Historical Note

Adopted effective May 1, 1985 (Supp. 85-3). Repealed effective March 6, 1986 (Supp. 86-2). New Section R4-37-323 adopted and renumbered as R4-37-305 effected November 1, 1989 (Supp. 89-4). New Section R4-37-323 adopted effective March 25, 1991 (Supp. 91-1). Repealed effective November 28, 1994 (Supp. 94-4). R19-3-323 recodified from R4-37-323 (Supp. 95-1). New Section adopted effective October 2, 1996 (Supp. 96-4).

R19-3-324. "Beat the Dealer"

- A. Five play symbols in 2 horizontal rows appear under the latex in the play area located on the lower center portion of the ticket with "YOUR CARDS" printed above, and are 1 of the following play symbols and corresponding captions:



- B. One winning number symbol appears on the upper-right portion of the play area with "DEALER'S CARD" printed above and is 1 of the following play symbols and corresponding captions:



- C. A pack-ticket number beginning with "200001" is located in the lower-left portion on the back of the ticket.
- D. The word "PRIZE" appears under each play symbol labeled "YOUR CARDS". Prize symbol captions correspond with and verify each of the prize symbols as follows:

Prize Symbol	Caption
\$1	ONEDOL
\$2	TWODOL
\$4	FORDOL
\$5	FIVEDOL
\$20	TWYDOL
\$50	FTYDOL
\$100	ONEHUND
\$500	FIVHUND
\$1,000	ONETHOU
\$21,000	TWNTYOU







- E. The retailer validation code verifies instant winners of \$2, \$4, \$10, \$20, \$50, \$100, \$250, or \$500. The retailer validation code which corresponds with and verifies each of these winners is as follows:

\$2	=	TWO	\$50	=	FFY
\$4	=	FOR	\$100	=	ONH
\$10	=	TEN	\$250	=	THF
\$20	=	TWY	\$500	=	FHN

- F. A prize winner in the "Beat the Dealer" instant game is determined by removing the latex from the play area on the front of the ticket to determine the 10 play symbols under the latex labeled "YOUR CARDS", and the play symbol under the latex labeled "DEALER'S CARD". Neither the retailer validation code (or any portion thereof), the pack-ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols or prize symbols and are not usable or playable as such. If the player's "YOUR CARDS" play symbol beats the "DEALER'S CARD" play symbol, the player wins the prize amount directly under the winning play symbol. If a "JOKER" appears in 1 of the "YOUR CARDS" play symbols, the player automatically wins double the amount indicated in the corresponding "PRIZE" box. There may be 10 chances to win on a ticket. The prizes are as follows:

\$2	=	\$2 (two dollars) or
\$1 +	=	\$2 (two dollars) or
\$1 + \$1 + \$1 + \$1	=	\$4 (four dollars) or

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\$2 + 	=	\$4 (four dollars) or
\$2 + \$2 + \$2 + \$2 + \$2	=	\$10 (ten dollars) or
\$1 + \$1 + \$1 + \$1 + \$1 + \$1 + \$1 + \$1 + \$1 + \$1	=	\$10 (ten dollars) or
\$2 +  + \$1 + \$1 + \$1 + \$1 + \$1 + \$1	=	\$10 (ten dollars) or
\$5 + 	=	\$10 (ten dollars) or
\$2 + \$2 + \$2 + \$2 + \$2 + \$2 + \$2 + \$2 + \$2 + \$2	=	\$20 (twenty dollars) or
\$5 +  + \$2 + \$2 + \$2 + \$2 + \$2	=	\$20 (twenty dollars) or
\$4 + \$4 + \$4 + \$4 + \$4 or	=	\$20 (twenty dollars) or
\$5 + \$5 + \$5 + \$5 + \$5 + \$5 + \$5 + \$5 + \$5 + \$5	=	\$50 (fifty dollars) or
\$20 + \$20 + \$20 + \$20 + \$20	=	\$100 (one hundred dollars) or
\$50 + \$50	=	\$100 (one hundred dollars) or
\$50 + 	=	\$100 (one hundred dollars) or
\$50 + \$50 + \$50 + \$50 + \$50 =	=	\$250 (two-hundred fifty dollars) or
\$50 + \$50 + \$50 + \$50 + \$50 + \$50 + \$50 + \$50 + \$50 + \$50	=	\$500 (five hundred dollars) or
\$100 + \$100 + \$100 + \$100 + \$100	=	\$500 (five hundred dollars) or
\$500	=	\$500 (five hundred dollars) or
\$500 + \$500	=	\$1,000 (one-thousand dollars) or
\$500 + 	=	\$1,000 (one-thousand dollars) or
\$1,000	=	\$1,000 (one-thousand dollars) or
\$21,000	=	\$21,000 (twenty-one thousand dollars)

Historical Note

Adopted effective June 12, 1985 (Supp. 85-3). Repealed effective May 2, 1986 (Supp. 86-3). New Section adopted effective May 2, 1991 (Supp. 91-2). Repealed effective November 28, 1994 (Supp. 94-4). R19-3-324 recodified from R4-37-324 (Supp. 95-1). New Section adopted effective October 2, 1996 (Supp. 96-4).

R19-3-325. "Lucky Pair"

- A. Four pairs of 2 play symbols, which are in a horizontal row, appear under the latex in the play area located on the lower portion of the ticket. The 1st pair has "HAND 1" printed above, the 2nd pair has "HAND 2" printed above, the 3rd pair has "HAND 3" printed above, and the 4th pair has "HAND 4"

printed above. Play symbol captions correspond with and verify each of the play symbols as follows:



- B. Prize symbol captions correspond with and verify each of the prize symbols as follows:

Prize Symbol	Caption
\$1	ONEDOL
\$2	TWODOL
\$3	THRDOL
\$5	FIVEDOL
\$10	TENDOL
\$50	FTYDOL
\$100	ONEHUND
\$5,000	FIVTHOU

- C. A pack-ticket number beginning with 300001 is located in the lower-left portion on the back of the ticket.

- D. The retailer validation code verifies instant winners of \$1, \$2, \$4, \$5, \$10, \$20, \$50, and \$100. The retailer validation code which corresponds with and verifies each of these winners is as follows:

ONE	=	\$1	TEN	=	\$10
TWO	=	\$2	TWY	=	\$20
FOR	=	\$4	FFY	=	\$50
FIV	=	\$5	ONH	=	\$100

- E. A prize winner in the "LUCKY PAIRS" instant game is determined by removing the latex from the play area on the front of the ticket to determine the 2 play symbols in "HAND 1", the 2 play symbols in "HAND 2", the 2 play symbols in "HAND 3", and the 2 play symbols in "HAND 4". Neither the retailer validation code (or any portion thereof), the pack-ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such. If the ticket holder uncovers 2 matching play symbols in either "HAND 1", "HAND 2", "HAND 3", or "HAND 4", the player wins the corresponding prize shown. There may be 4 winning hands on a ticket. The prizes are as follows:

\$1	=	\$1 (one dollar) or
\$1 + \$1	=	\$2 (two dollars) or
\$2	=	\$2 (two dollars) or
\$1 + \$1 + \$1 + \$1	=	\$4 (four dollars) or
\$1 + \$2 + \$2	=	\$5 (five dollars) or
\$3 + \$2	=	\$5 (five dollars) or
\$5 + \$5	=	\$10 (ten dollars) or
\$5 + \$2 + \$2 + \$1	=	\$10 (ten dollars) or
\$10 + \$5 + \$5	=	\$20 (twenty dollars) or
\$10 + \$5 + \$3 + \$2	=	\$20 (twenty dollars) or
\$50	=	\$50 (fifty dollars) or
\$100	=	\$100 (one hundred dollars) or
\$5,000	=	\$5,000 (five thousand dollars)

Historical Note

Adopted effective September 4, 1985 (Supp. 85-5). Repealed effective August 28, 1986 (Supp. 86-4). New Section adopted effective July 3, 1991 (Supp. 91-3). Repealed effective November 28, 1994 (Supp. 94-4). R19-3-325 recodified from R4-37-325 (Supp. 95-1). New Section adopted October 2, 1996 (Supp. 96-4).

R19-3-326. "Win for Life"

- A. In the latex play area located on the lower half of the ticket, 2 horizontal rows of 5 play symbols appear with "YOUR NUMBERS" printed above, and are 1 of the following: "1", "2", "3", "4", "5", "6", "7", "8", "9", "10", "11", "12", "13", "14", "15", "16", "17", "18", "19", or "20" with confirming cap-

tions. Two play symbols appear on the upper-right front of the latex area with "WINNING NUMBERS" printed above, and are 1 of the following: "1", "2", "3", "4", "5", "6", "7", "8", "9", "10", "11", "12", "13", "14", "15", "16", "17", "18", "19", or "20" with confirming captions.

- B. The play symbol captions correspond with and verify the play symbols as follows:

Play Symbol	Caption
1	ONE
2	TWO
3	THR
4	FOR
5	FIV
6	SIX
7	SVN
8	EGT
9	NIN
10	TEN
11	ELV
12	TLV
13	THN
14	FRN
15	FTN
16	SXT
17	SVT
18	EGN
19	NIT
20	TWY

- C. Prize symbol captions correspond with and verify each of the prize symbols and are 1 of the following: "\$1", "\$2", "\$3", "\$4", "\$5", "\$10", "\$20", "\$50", "\$1,000", or "LIFE" with confirming captions. The confirming captions are as follows:

Prize Symbol	Caption
\$1	ONEDOL
\$2	TWODOL
\$3	THRDOL
\$4	FORDOL
\$5	FIVEDOL
\$10	TENDOL
\$20	TWYDOL
\$50	FTYDOL
\$1,000	ONETHOU
LIFE	\$1,000/MNTH

- D. A pack-ticket number beginning with 400001 is located in the lower-left portion on the back of the ticket.

- E. The retailer validation code verifies instant winners of a "\$2", "\$5", "\$10", "\$50", or "\$100" ticket. The retailer validation code which corresponds with and verifies each of these winners is as follows:

TWO	= \$2	FFY	= \$50
FIV	= \$5	ONH	= \$100
TEN	= \$10		

- F. A prize winner in the "WIN FOR LIFE" instant game is determined by removing the latex from the play area on the front of the ticket to reveal the play symbols and prize symbols. Neither the retailer validation code (or any portion thereof), the pack-ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols or prize symbols and are not usable or playable as such. If any play symbol under "YOUR NUMBERS" matches either play symbol under "WINNING NUMBERS", the player wins the prize shown directly under the play symbol. There are 20 chances to win 10 times on a ticket. The prizes are as follows:

\$1 + \$1 = \$2 (two dollars) or
\$2 = \$2 (two dollars) or

\$5 = \$5 (five dollars) or

\$1 + \$1 + \$1 + \$2 = \$5 (five dollars) or

\$1 + \$2 + \$2 = \$5 (five dollars) or

\$1 + \$4 = \$5 (five dollars) or

\$10 = \$10 (ten dollars) or

\$1 + \$2 + \$2 + \$5 = \$10 (ten dollars) or

\$2 + \$3 + \$5 = \$10 (ten dollars) or

\$5 + \$5 = \$10 (ten dollars) or

\$50 = \$50 (fifty dollars) or

\$10 + \$10 + \$10 + \$20 = \$50 (fifty dollars) or

\$10 + \$20 + \$20 = \$50 (fifty dollars) or

\$50 + \$50 = \$100 (one hundred dollars) or

\$1,000 = \$1,000 (one thousand dollars) or

LIFE = \$1,000 (one thousand dollars/month/life (paid annually) minimum of 20 years, maximum of 60 years)

- G. If the winning ticket was purchased by a group of players, the group shall designate 1 of the players to sign the ticket. The "LIFE" prize will be funded by a single annuity policy. The number of payments shall be determined by the life of the person whose signature appears on the winning ticket. The Arizona State Lottery Commission shall make payment only to the person whose signature appears on the winning ticket, except as provided in A.R.S. § 5-513.

Historical Note

Adopted effective October 28, 1985 (Supp. 85-5).

Repealed effective January 6, 1987 (Supp. 87-1).

Adopted effective July 3, 1991 (Supp. 91-3). New Section adopted effective July 3, 1991 (Supp. 91-3).

Repealed effective November 28, 1994 (Supp. 94-4).

R19-3-326 recodified from R4-37-326 (Supp. 95-1). New Section adopted effective October 25, 1996 (Supp. 96-4).

R19-3-327. Frosty the Doughman

- A. Six play symbols appear under the latex in the play area located on the right side on the front of the ticket and are 1 of the following: \$1, \$2, \$5, \$10, \$20, \$50, or \$100 with confirming captions. The play symbol captions correspond with and verify the play symbols as follows:

Play Symbols	Caption
\$1	ONEDOL
\$2	TWODOL
\$5	FIVEDOL
\$10	TENDOL
\$20	TWYDOL
\$50	FTYDOL
\$100	ONEHUND

- B. A pack-ticket number beginning with 500001 is located in the lower-left side on the back of the ticket.

- C. The retailer validation code verifies instant winners of a \$1, \$2, \$5, \$10, \$20, \$50, or \$100 winning ticket. The retailer validation code which corresponds with and verifies each of these winners is as follows:

ONE	= \$1	TWY	= \$20
TWO	= \$2	FFY	= \$50
FIV	= \$5	ONH	= \$100
TEN	= \$10		

- D. A prize winner in the "FROSTY THE DOUGHMAN" instant game is determined by removing the latex from the play area on the front of the ticket to determine the 6 play symbols. Neither the retailer validation code (or any portion thereof) or the pack-ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such. If the player matches 3 like play symbols, the player wins that prize. The prizes are as follows:

Match 3 \$1 = \$1 (one dollar) or

Match 3 \$2	=	\$2 (two dollars) or
Match 3 \$5	=	\$5 (five dollars) or
Match 3 \$10	=	\$10 (ten dollars) or
Match 3 \$20	=	\$20 (twenty dollars) or
Match 3 \$50	=	\$50 (fifty dollars) or
Match 3 \$100	=	\$100 (one hundred dollars)

Historical Note

Adopted effective January 9, 1986 (Supp. 86-1).


Repealed effective January 6, 1987 (Supp. 87-1). New


Section adopted effective July 3, 1991 (Supp. 91-3).

Repealed effective November 28, 1994 (Supp. 94-4).

R19-3-327 recodified from R4-37-327 (Supp. 95-1). New
Section adopted effective October 24, 1996 (Supp. 96-4).


R19-3-328. "Lucky Duck"





- A. Nine play symbols which are contiguous to each other in 3 rows appear under the latex in the play area located on the right side on the front of the ticket and are 1 of the following: \$1, \$2, \$5, \$10, \$20, \$100, \$1,000, or  with confirming captions. The play symbol captions correspond with and verify the play symbols as follows:

Play Symbols	Caption
\$1	ONEDOL
\$2	TWODOL
\$5	FIVEDOL
\$10	TENDOL
\$20	TWYDOL
\$100	ONEHUND
\$1,000	ONETHOU
	DOUBLE

- B. A pack-ticket number beginning with 600001 is located in the lower-left side on the back of the ticket.
- C. The retailer validation code verifies instant winners of a \$1, \$2, \$4, \$5, \$10, \$20, or \$100 winning ticket. The retailer validation code which corresponds with and verifies each of these winners is as follows:

ONE	=	\$1	TEN	=	\$10
TWO	=	\$2	TWY	=	\$20
FOR	=	\$4	ONH	=	\$100
FIV	=	\$5			

- D. A prize winner in the "LUCKY DUCK" instant game is determined by removing the latex from the play area on the front of the ticket to determine the 9 play symbols. Neither the retailer validation code (or any portion thereof), or the pack-ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols are not usable or playable as such. If the ticket owner matches 3 like play symbols, he or she wins that prize. If a player uncovers a , the prize is automatically doubled. The prizes are as follows:

Match 3 \$1	=	\$1 (one dollar) or
Match 3 \$1 + 	=	\$2 (two dollars) or
Match 3 \$2	=	\$2 (two dollars) or
Match 3 \$2 + 	=	\$4 (four dollars) or
Match 3 \$5	=	\$5 (five dollars) or
Match 3 \$5 + 	=	\$10 (ten dollars) or
Match 3 \$10	=	\$10 (ten dollars) or
Match 3 \$10 + 	=	\$20 (twenty dollars) or
Match 3 \$20	=	\$20 (twenty dollars) or
Match 3 \$100	=	\$100 (one hundred dollars)
		or
Match 3 \$1,000	=	\$1,000 (one thousand dollars)

Historical Note

Adopted effective October 28, 1985 (Supp. 85-5).

Repealed effective January 6, 1987 (Supp. 87-1).

Adopted effective July 3, 1991 (Supp. 91-3). New Sec-

tion adopted effective September 3, 1991 (Supp. 91-3).

Repealed effective November 28, 1994 (Supp. 94-4).

R19-3-328 recodified from R4-37-328 (Supp. 95-1). New

Section adopted effective October 24, 1996 (Supp. 96-4).

R19-3-329. "Bonus Bingo"

- A. In the latex play area located on the right side of the ticket, 4 play areas called "PLAYER'S CARDS" appear and are identified as "CARD 1", "CARD 2", "CARD 3", and "CARD 4". Within each "CARD", 5 play symbols appear in a vertical row with "B" above and are 1 of the following: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, or 15. Five play symbols appear in a vertical row with "I" printed above, and are 1 of the following: 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, or 30. Five play symbols appear in a vertical row with "N" printed above, and are 1 of the following: 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, or 45. The 3rd play spot in column "N" will always be the word "FREE". Five play symbols appear in a vertical row with "G" printed above, and are 1 of the following: 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, or 60. Five play symbols appear in a vertical row with "O" printed above, and are 1 of the following: 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, or 75.
- B. In the latex area located on the left side of the ticket is a play area identified as "CALLER'S CARD". Twenty-four play spots appear in 3 columns of 8 and are 1 of the following: B1, B2, B3, B4, B5, B6, B7, B8, B9, B10, B11, B12, B13, B14, B15, I16, I17, I18, I19, I20, I21, I22, I23, I24, I25, I26, I27, I28, I29, I30, N31, N32, N33, N34, N35, N36, N37, N38, N39, N40, N41, N42, N43, N44, N45, G46, G47, G48, G49, G50, G51, G52, G53, G54, G55, G56, G57, G58, G59, G60, O61, O62, O63, O64, O65, O66, O67, O68, O69, O70, O71, O72, O73, O74, and O75.
- C. Two rows of 3 numbers appear below the "CALLER'S CARD" play spots with the words "BONUS NUMBERS" printed on the latex covering and are 1 of the following: B1, B2, B3, B4, B5, B6, B7, B8, B9, B10, B11, B12, B13, B14, B15, I16, I17, I18, I19, I20, I21, I22, I23, I24, I25, I26, I27, I28, I29, I30, N31, N32, N33, N34, N35, N36, N37, N38, N39, N40, N41, N42, N43, N44, N45, G46, G47, G48, G49, G50, G51, G52, G53, G54, G55, G56, G57, G58, G59, G60, O61, O62, O63, O64, O65, O66, O67, O68, O69, O70, O71, O72, O73, O74, and O75.
- D. A pack-ticket number beginning with 700001 is located on the lower-left area on the back of the ticket.
- E. The retailer validation code verifies instant winners of a \$2, \$3, \$5, \$10, \$25, \$30, \$40, \$50, \$150, \$200, or \$250 ticket. The retailer validation code which corresponds with and verifies each of these winners is as follows:
- | | | |
|-------|-----------|-----|
| \$2= | TWO\$40= | FTY |
| \$3= | THR\$50= | FFY |
| \$5= | FIV\$150= | OFY |
| \$10= | TEN\$200= | TWH |
| \$25= | TWF\$250= | THF |
| \$30= | TRY | |
- F. A prize winner in the "BONUS BINGO" instant game is determined by removing the latex from the "CALLER'S CARD" play area plus the 6 "BONUS NUMBERS" on the front of the ticket to determine the play symbols. The player matches the play symbols on the "CALLER'S CARD" and "BONUS NUMBERS" area to the play symbols on the 4 "PLAYER'S CARDS". Neither the retailer validation code (or any portion thereof), nor the pack-ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such. If the player matches 5 consecutive play symbols on 1 of the 4 "PLAYER'S CARDS" in any horizontal, vertical, or diagonal line as shown

in illustration number 1 on the back of each "BONUS BINGO" instant game and Exhibit A, matches play symbols in all 4 corners in 1 of the 4 "PLAYER'S CARDS" as shown in illustration number 2 on the back of each "BONUS BINGO" card and Exhibit B, or matches 5 consecutive play symbols in both diagonals forming an "X" in any 1 of the 4 cards as shown in illustration number 3 on the back of each "BONUS BINGO" instant game and Exhibit C, the player wins the prize amount indicated on the appropriate winning "PLAYER'S CARD." Players can win up to 4 times on a ticket. The prizes are as follows:

horizontal, vertical, or diagonal line, Card 1	=	\$2 (two dollars) or
horizontal, vertical, or diagonal line, Card 2	=	\$3 (three dollars) or
horizontal, vertical, or diagonal line, Card 1 plus Card 2	=	\$5 (five dollars) or
horizontal, vertical, or diagonal line, Card 3	=	\$10 (ten dollars) or
horizontal, vertical, or diagonal line, Card 4	=	\$25 (twenty-five dollars) or
horizontal, vertical, or diagonal line, on Card 1, plus Card 2, plus Card 4	=	\$30 (thirty dollars) or
horizontal, vertical, or diagonal line on Card 1, plus Card 2, plus Card 3, plus Card 4	=	\$40 (forty dollars) or
4 corners, Card 2	=	\$50 (fifty dollars) or
both diagonal lines ("X"), Card 1	=	\$150 (one hundred fifty dollars) or
4 corners on Card 1, plus 4 corners on Card 3, plus a horizontal, vertical, or diagonal line on Card 4	=	\$200 (two hundred dollars) or
4 corners on Card 2, plus both diagonal lines ("X") on Card 1	=	\$200 (two hundred dollars) or
4 corners on Card 4	=	\$250 (two hundred fifty dollars) or
4 corners on Card 1, plus Card 2, plus Card 3, plus a horizontal, vertical, or diagonal line on Card 4	=	\$250 (two hundred fifty dollars) or
both diagonal lines ("X") on Card 2	=	\$250 (two hundred fifty dollars) or
both diagonal lines ("X") on Card 3	=	\$1,000 (one thousand dollars) or
both diagonal lines ("X") on Card 4	=	\$10,000 (ten thousand dollars) or

thousand) dollars

Exhibit A. Line

LINE

B	I	N	G	O
			O	O
			O	
		FREE	O	
O	O	O	O	O
O			O	

1 - Match all Bingo numbers in a complete horizontal, vertical, or diagonal line to win \$2 to \$25.

Exhibit B. 4 Corners

4 CORNERS

B	I	N	G	O
O				O
		FREE		
O				O

2 - Match all Bingo numbers in all 4 corners to win \$25 to \$250.

Exhibit C. "X"

"X"

B	I	N	G	O
O				O
	O		O	
		FREE		
	O		O	
O				O

3 - Match all Bingo numbers that make a complete "X" (8 numbers and "FREE" space) to win \$150 to \$10,000.

Historical Note

Adopted effective January 9, 1986 (Supp. 86-1).
 Repealed effective January 6, 1987 (Supp. 87-1). New
 Section adopted effective September 3, 1991 (Supp. 91-3). Repealed effective November 28, 1994 (Supp. 94-4).
 R19-3-329 recodified from R4-37-329 (Supp. 95-1). New
 Section adopted November 22, 1996 (Supp. 96-4).

R19-3-330. Repealed

Historical Note

Adopted effective November 21, 1991 (Supp. 91-4).
Repealed effective November 28, 1994 (Supp. 94-4).
R19-3-330 recodified from R4-37-330 (Supp. 95-1).

R19-3-331. Repealed

Historical Note

Adopted effective December 20, 1991 (Supp. 91-4).
Repealed effective November 28, 1994 (Supp. 94-4).
R19-3-331 recodified from R4-37-331 (Supp. 95-1).

R19-3-332. Repealed

Historical Note

Adopted effective March 13, 1992 (Supp. 92-1).
Repealed effective November 28, 1994 (Supp. 94-4).
R19-3-332 recodified from R4-37-332 (Supp. 95-1).

R19-3-333. Repealed

Historical Note

Adopted effective July 10, 1992 (Supp. 92-3). Repealed effective November 28, 1994 (Supp. 94-4). R19-3-333 recodified from R4-37-333 (Supp. 95-1).

R19-3-334. Repealed

Historical Note

Adopted effective July 10, 1992 (Supp. 92-3). Repealed effective November 28, 1994 (Supp. 94-4). R19-3-334 recodified from R4-37-334 (Supp. 95-1).

R19-3-335. Repealed

Historical Note

Adopted effective July 10, 1992 (Supp. 92-3). Repealed effective November 28, 1994 (Supp. 94-4). R19-3-335 recodified from R4-37-335 (Supp. 95-1).

R19-3-336. Repealed

Historical Note

Adopted effective December 18, 1992 (Supp. 92-4).
Repealed effective November 28, 1994 (Supp. 94-4).
R19-3-336 recodified from R4-37-336 (Supp. 95-1).

R19-3-337. Repealed

Historical Note

Adopted effective December 18, 1992 (Supp. 92-4).
Repealed effective November 28, 1994 (Supp. 94-4).
R19-3-337 recodified from R4-37-337 (Supp. 95-1).

R19-3-338. Repealed

Historical Note

Adopted effective December 18, 1992 (Supp. 92-4).
Repealed effective November 28, 1994 (Supp. 94-4).
R19-3-338 recodified from R4-37-338 (Supp. 95-1).

R19-3-339. Repealed

Historical Note

Adopted effective December 23, 1992 (Supp. 92-4).
Repealed effective November 28, 1994 (Supp. 94-4).
R19-3-339 recodified from R4-37-339 (Supp. 95-1).

R19-3-340. Repealed

Historical Note

Adopted effective December 23, 1992 (Supp. 92-4).
Repealed effective November 28, 1994 (Supp. 94-4).
R19-3-340 recodified from R4-37-340 (Supp. 95-1).

R19-3-341. Repealed

Historical Note

Adopted effective December 23, 1992 (Supp. 92-4).
Repealed effective November 28, 1994 (Supp. 94-4).
R19-3-341 recodified from R4-37-341 (Supp. 95-1).

R19-3-342. Repealed

Historical Note

Adopted effective December 23, 1992 (Supp. 92-4).
Repealed effective November 28, 1994 (Supp. 94-4).
R19-3-342 recodified from R4-37-342 (Supp. 95-1).

R19-3-343. Repealed

Historical Note

Adopted effective February 3, 1993 (Supp. 93-1).
Repealed effective November 28, 1994 (Supp. 94-4).
R19-3-343 recodified from R4-37-343 (Supp. 95-1).

R19-3-344. Repealed

Historical Note

Adopted effective February 3, 1993 (Supp. 93-1).
Repealed effective November 28, 1994 (Supp. 94-4).
R19-3-344 recodified from R4-37-344 (Supp. 95-1).

R19-3-345. Repealed

Historical Note

Adopted effective March 4, 1993 (Supp. 93-1). R19-3-345 recodified from R4-37-345 (Supp. 95-1). Repealed effective April 18, 1997 (Supp. 97-2).

R19-3-346. Repealed

Historical Note

Adopted effective March 4, 1993 (Supp. 93-1). R19-3-346 recodified from R4-37-346 (Supp. 95-1). Repealed effective April 18, 1997 (Supp. 97-2).

R19-3-347. Repealed

Historical Note

Adopted effective March 4, 1993 (Supp. 93-1). R19-3-347 recodified from R4-37-347 (Supp. 95-1). Repealed effective April 18, 1997 (Supp. 97-2).

R19-3-348. Repealed

Historical Note

Adopted effective March 4, 1993 (Supp. 93-1). R19-3-348 recodified from R4-37-348 (Supp. 95-1). Repealed effective April 18, 1997 (Supp. 97-2).

R19-3-349. Repealed

Historical Note

Adopted effective April 20, 1993 (Supp. 93-2). R19-3-349 recodified from R4-37-349 (Supp. 95-1). Repealed effective April 18, 1997 (Supp. 97-2).

R19-3-350. Reserved

R19-3-351. Repealed

Historical Note

Adopted effective July 30, 1993 (Supp. 93-3). R19-3-351 recodified from R4-37-351 (Supp. 95-1). Repealed effective April 18, 1997 (Supp. 97-2).

R19-3-352. Repealed

Historical Note

Adopted effective July 30, 1993 (Supp. 93-3). R19-3-352 recodified from R4-37-352 (Supp. 95-1). Repealed effective April 18, 1997 (Supp. 97-2).

tive April 18, 1997 (Supp. 97-2).

R19-3-353. Repealed

Historical Note

Adopted effective July 30, 1993 (Supp. 93-3). R19-3-353 recodified from R4-37-353 (Supp. 95-1). Repealed effective April 18, 1997 (Supp. 97-2).

R19-3-354. Repealed

Historical Note

Adopted effective July 30, 1993 (Supp. 93-3). R19-3-354 recodified from R4-37-354 (Supp. 95-1). Repealed effective April 18, 1997 (Supp. 97-2).

R19-3-355. Repealed

Historical Note

Adopted effective October 1, 1993 (Supp. 93-4). R19-3-355 recodified from R4-37-355 (Supp. 95-1). Repealed effective April 18, 1997 (Supp. 97-2).

R19-3-356. Repealed

Historical Note

Adopted effective October 1, 1993 (Supp. 93-4). R19-3-356 recodified from R4-37-356 (Supp. 95-1). Repealed effective April 18, 1997 (Supp. 97-2).

R19-3-357. Repealed

Historical Note

Adopted effective December 2, 1993 (Supp. 93-4). R19-3-357 recodified from R4-37-357 (Supp. 95-1). Repealed effective April 18, 1997 (Supp. 97-2).

R19-3-358. Repealed

Historical Note

Adopted effective December 2, 1993 (Supp. 93-4). R19-3-358 recodified from R4-37-358 (Supp. 95-1). Repealed effective April 18, 1997 (Supp. 97-2).

R19-3-359. Repealed

Historical Note

Adopted effective December 2, 1993 (Supp. 93-4). R19-3-359 recodified from R4-37-359 (Supp. 95-1). Repealed effective April 18, 1997 (Supp. 97-2).

R19-3-360. Repealed

Historical Note

Adopted effective December 2, 1993 (Supp. 93-4). R19-3-360 recodified from R4-37-360 (Supp. 95-1). Repealed effective May 13, 1997 (Supp. 97-2).

R19-3-361. "Top 10"

- A.** Under the latex in the play area located on the right side of the ticket, ten play symbols appear in two vertical rows of five with "YOUR NUMBER" printed above and are one of the following: "1", "2", "3", "4", "5", "6", "7", "8", "9", "10", "11", "12", "13", "14", "15", "16", "17", "18", or "19" with confirming captions. Ten prize symbols appear in two vertical rows of five each with "PRIZE \$" printed above and are one of the following: "FREE", "\$1.00", "\$2.00", "\$4.00", "\$5.00", "\$20.00", "\$50.00", "\$100", "\$500" or "\$1,000" with confirming captions. One winning number symbol appears on the upper right front of the ticket with "WINNING NUMBER" printed above and is one of the following: "1", "2", "3", "4", "5", "6", "7", "8", "9", "10", "11", "12", "13", "14", "15", "16", "17", "18", or "19" with confirming captions.
- B.** A pack-ticket number beginning with 500001 is located in the lower left side on the back of the ticket.

- C.** Play symbol captions correspond with and verify each of the play symbols as follows:

<u>Play Symbol</u>	<u>Caption</u>
1	ONE
2	TWO
3	THR
4	FOR
5	FIV
6	SIX
7	SVN
8	EGT
9	NIN
10	TEN
11	ELV
12	TWL
13	TRN
14	FRN
15	FTN
16	SXN
17	STN
18	ETN
19	NTN

- D.** Winning number symbol captions correspond with and verify each of the winning number symbols as follows:

<u>Winning # Symbol</u>	<u>Caption</u>
1	ONE
2	TWO
3	THR
4	FOR
5	FIV
6	SIX
7	SVN
8	EGT
9	NIN
10	TEN
11	ELV
12	TWL
13	TRN
14	FRN
15	FTN
16	SXN
17	STN
18	ETN
19	NTN

- E.** Prize symbol captions correspond with and verify each of the prize symbols as follows:

<u>Prize Symbol</u>	<u>Caption</u>
FREE	TICKET
\$1. ⁰⁰	ONE DOL
\$2. ⁰⁰	TWO DOL
\$4. ⁰⁰	FOUR DOL
\$5. ⁰⁰	FIVE DOL
\$20. ⁰⁰	TWY DOL
\$50. ⁰⁰	FTY DOL
\$100	ONE HUND
\$500	FIV HUND
\$1,000	ONE THOU

- F.** The retailer validation code verifies instant winners of a TICKET, \$2.⁰⁰, \$4.⁰⁰, \$5.⁰⁰, \$10.⁰⁰, or \$20.⁰⁰. The retailer validation code which corresponds with and verifies each of these winners is as follows:

TIC	=	FREE TICKET
TWO	=	\$2
FOR	=	\$4
FIV	=	\$5
TEN	=	\$10

TWY = \$20

- G.** "Top 10" game tickets shall sell for no more than \$2.00.
- H.** A prize winner in the "TOP 10" instant game is determined by removing the latex from the play area on the front of the ticket to determine the ten play symbols, the ten prize symbols, and the winning number symbol. Neither the retailer validation code (or any portion thereof), the pack-ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such. If the ticket owner's "YOUR NUMBER" symbol matches the "WINNING NUMBER" symbol, he or she wins the prize directly to the right of the play symbol. There may be ten winning matches on a ticket. The prizes are as follows:

FREE	=	FREE TICKET or
\$1. ⁰⁰ x 2	=	\$2 (two dollars) or
\$2. ⁰⁰	=	\$2 (two dollars) or
\$1. ⁰⁰ x 4	=	\$4 (four dollars) or
\$2. ⁰⁰ x 2	=	\$4 (four dollars) or
\$4. ⁰⁰	=	\$4 (four dollars) or
\$5. ⁰⁰	=	\$5 (five dollars) or
\$1. ⁰⁰ x 5	=	\$5 (five dollars) or
\$1. ⁰⁰ x 10	=	\$10 (ten dollars) or
\$2. ⁰⁰ x 5	=	\$10 (ten dollars) or
\$5. ⁰⁰ x 2	=	\$10 (ten dollars) or
\$2. ⁰⁰ x 10	=	\$20 (twenty dollars) or
\$4. ⁰⁰ x 5	=	\$20 (twenty dollars) or
\$5. ⁰⁰ x 10	=	\$50 (fifty dollars) or
\$20. ⁰⁰ x 5	=	\$100 (one hundred dollars) or
\$50. ⁰⁰ x 2	=	\$100 (one hundred dollars) or
\$50. ⁰⁰ x 5	=	\$250 (two hundred fifty dollars) or
\$50. ⁰⁰ x 10	=	\$500 (five hundred dollars) or
\$100 x 5	=	\$500 (five hundred dollars) or
\$500	=	\$500 (five hundred dollars) or
\$500 x 2	=	\$1,000 (one thousand dollars) or
\$1,000	=	\$1,000 (one thousand dollars) or
\$1,000 x 10	=	\$10,000 (ten thousand dollars).

Historical Note

Adopted effective December 2, 1993 (Supp. 93-4). R19-3-361 recodified from R4-37-361 (Supp. 95-1).

R19-3-362. Repealed

Historical Note

Adopted effective January 6, 1994 (Supp. 94-1). R19-3-362 recodified from R4-37-362 (Supp. 95-1). Repealed effective May 13, 1997 (Supp. 97-2).

R19-3-363. Repealed

Historical Note

Adopted effective January 6, 1994 (Supp. 94-1). R19-3-363 recodified from R4-37-363 (Supp. 95-1). Repealed effective May 13, 1997 (Supp. 97-2).

R19-3-364. Repealed

Historical Note

Adopted effective January 6, 1994 (Supp. 94-1). R19-3-364 recodified from R4-37-364 (Supp. 95-1). Repealed effective May 13, 1997 (Supp. 97-2).

R19-3-365. Repealed

Historical Note

Adopted effective January 6, 1994 (Supp. 94-1). R19-3-365 recodified from R4-37-365 (Supp. 95-1). Repealed effective May 13, 1997 (Supp. 97-2).

R19-3-366. Repealed

Historical Note

Adopted effective May 23, 1994 (Supp. 94-2). R19-3-366 recodified from R4-37-366 (Supp. 95-1). Repealed effective May 13, 1997 (Supp. 97-2).

R19-3-367. Repealed

Historical Note

Adopted effective May 23, 1994 (Supp. 94-2). R19-3-367 recodified from R4-37-367 (Supp. 95-1). Repealed effective May 13, 1997 (Supp. 97-2).

R19-3-368. Repealed

Historical Note

Adopted effective May 23, 1994 (Supp. 94-2). R19-3-368 recodified from R4-37-368 (Supp. 95-1). Repealed effective May 13, 1997 (Supp. 97-2).

R19-3-369. "Cash Giveaway"

- A.** Two play symbols, which are contiguous to each other, appear under the latex in the play area located on the lower front of the ticket with "YOUR \$" printed above and are one of the following: "1", "2", "3", "4", "5", "6", "7", "8", or "9" with confirming captions. One winning number symbol appears on the upper right front of the ticket with "KEY" printed above and is one of the following: "1", "2", "3", "4", "5", "6", "7", "8", or "9" with confirming captions.
- B.** A pack-ticket number beginning with 900001 is located in the lower center portion on the back of the ticket.
- C.** Play symbol captions correspond with and verify each of the play symbols as follows:

<u>Play Symbol</u>	<u>Caption</u>
1	ONE
2	TWO
3	THR
4	FOR
5	FIV
6	SIX
7	SVN
8	EGT
9	NIN

- D.** Winning number symbol captions correspond with and verify each of the winning number symbols as follows:

<u>KEY Winning # Symbol</u>	<u>Caption</u>
1	ONE
2	TWO
3	THR
4	FOR
5	FIV
6	SIX
7	SVN
8	EGT
9	NIN

- E.** Prize symbol captions correspond with and verify each of the prize symbols as follows:

<u>Prize Symbol</u>	<u>Caption</u>
\$1. ⁰⁰	ONE DOL
\$2. ⁰⁰	TWO DOL
\$4. ⁰⁰	FOR DOL
\$50. ⁰⁰	FTY DOL
\$100	ONE HUN

- F.** The retailer validation code verifies instant winners of a \$1.⁰⁰, \$2.⁰⁰, \$4.⁰⁰, or \$100. The retailer validation code which corresponds with and verifies each of these winners is as follows:

ONE	=	\$1
TWO	=	\$2

FOR = \$4
ONH = \$100

- G.** A prize winner in the “CASH GIVEAWAY” instant game is determined by removing the latex from the play area on the front of the ticket to determine the two play symbols and the winning number symbol. Neither the retailer validation code (or any portion thereof), the pack-ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such. If the ticket owner’s “YOUR \$” symbol matches the “KEY” winning number symbol, he or she wins the prize directly under the play symbol. There may be two winning matches on a ticket. The prizes are as follows:

\$1. ⁰⁰	\$1 (one dollar) or
\$2. ⁰⁰	\$2 (two dollars) or
\$1. ⁰⁰ x 2	\$2 (two dollars) or
\$2. ⁰⁰ x 2	\$4 (four dollars) or
\$4. ⁰⁰	\$4 (four dollars) or
\$50. ⁰⁰ x 2	\$100 (one hundred dollars) or
\$100	\$100 (one hundred dollars)

Historical Note

Adopted effective June 10, 1994 (Supp. 94-2). R19-3-369 recodified from R4-37-369 (Supp. 95-1).

R19-3-370. Repealed

Historical Note

Adopted effective June 10, 1994 (Supp. 94-2). R19-3-370 recodified from R4-37-370 (Supp. 95-1). Repealed effective May 13, 1997 (Supp. 97-2).

R19-3-371. Repealed

Historical Note

Adopted effective June 10, 1994 (Supp. 94-2). R19-3-371 recodified from R4-37-371 (Supp. 95-1). Repealed effective May 13, 1997 (Supp. 97-2).

R19-3-372. Repealed

Historical Note

Adopted effective July 15, 1994 (Supp. 94-3). R19-3-372 recodified from R4-37-372 (Supp. 95-1). Repealed effective May 13, 1997 (Supp. 97-2).

R19-3-373. Repealed

Historical Note

Adopted effective July 15, 1994 (Supp. 94-3). R19-3-373 recodified from R4-37-373 (Supp. 95-1). Repealed effective May 13, 1997 (Supp. 97-2).

R19-3-374. Repealed

Historical Note

Adopted effective July 15, 1994 (Supp. 94-3). R19-3-374 recodified from R4-37-374 (Supp. 95-1). Repealed effective May 13, 1997 (Supp. 97-2).

R19-3-375. Repealed

Historical Note

Adopted effective September 15, 1994 (Supp. 94-3). R19-3-375 recodified from R4-37-375 (Supp. 95-1). Repealed effective May 13, 1997 (Supp. 97-2).

R19-3-376. Repealed

Historical Note

Adopted effective September 15, 1994 (Supp. 94-3). R19-3-376 recodified from R4-37-376 (Supp. 95-1). Repealed effective May 13, 1997 (Supp. 97-2).

R19-3-377. Repealed

Historical Note

Adopted effective October 11, 1994 (Supp. 94-4). R19-3-377 recodified from R4-37-377 (Supp. 95-1). Repealed effective May 13, 1997 (Supp. 97-2).

R19-3-378. Repealed

Historical Note

Adopted effective October 11, 1994 (Supp. 94-4). R19-3-378 recodified from R4-37-378 (Supp. 95-1). Repealed effective May 13, 1997 (Supp. 97-2).

R19-3-379. Repealed

Historical Note

Adopted effective November 28, 1994 (Supp. 94-4). R19-3-379 recodified from R4-37-379 (Supp. 95-1). Repealed effective May 13, 1997 (Supp. 97-2).

R19-3-380. Repealed

Historical Note

Adopted effective November 28, 1994 (Supp. 94-4). R19-3-380 recodified from R4-37-380 (Supp. 95-1). Repealed effective May 13, 1997 (Supp. 97-2).

R19-3-381. Repealed

Historical Note

Adopted effective December 20, 1994 (Supp. 94-4). R19-3-381 recodified from R4-37-381 (Supp. 95-1). Repealed effective May 13, 1997 (Supp. 97-2).

R19-3-382. Repealed

Historical Note

Adopted effective January 13, 1995 (Supp. 95-1). R19-3-382 recodified from R4-37-382 (Supp. 95-1). Repealed effective May 13, 1997 (Supp. 97-2).

R19-3-383. Repealed

Historical Note

Adopted effective January 13, 1995 (Supp. 95-1). R19-3-383 recodified from R4-37-383 (Supp. 95-1). Repealed effective May 13, 1997 (Supp. 97-2).

R19-3-384. Repealed

Historical Note

Adopted effective May 11, 1995 (Supp. 95-2). Repealed effective May 13, 1997 (Supp. 97-2).

R19-3-385. Repealed

Historical Note

Adopted effective May 11, 1995 (Supp. 95-2). Repealed effective May 13, 1997 (Supp. 97-2).

R19-3-386. Repealed

Historical Note

Adopted effective May 11, 1995 (Supp. 95-2). Repealed effective May 13, 1997 (Supp. 97-2).

R19-3-387. “Winning 20”

- A.** In the latex play area located on the lower half of the ticket, two horizontal rows of five play symbols appear with YOUR NUMBERS printed between the two rows and are one of the following: “1”, “2”, “3”, “4”, “5”, “6”, “7”, “8”, “9”, “10”, “11”, “12”, “13”, “14”, “15”, “16”, “17”, “18”, “19”, or “20”, with confirming captions. Two play symbols appear on the upper right front of the latex area with WINNING NUMBERS printed above and are one of the following: “1”, “2”, “3”, “4”,

- | | |
|----|-----|
| 1 | ONE |
| 2 | TWO |
| 3 | THR |
| 4 | FOR |
| 5 | FIV |
| 6 | SIX |
| 7 | SVN |
| 8 | EGT |
| 9 | NIN |
| 10 | TEN |
| 11 | ELV |
| 12 | TLV |
| 13 | THN |
| 14 | FRN |
| 15 | FTN |
| 16 | SXT |
| 17 | SVT |
| 18 | EGN |
| 19 | NIT |
| 20 | TWY |

- | <u>Prize Symbol</u> | <u>Caption</u> |
|---------------------|----------------|
| \$1. ⁰⁰ | ONEDOL |
| \$2. ⁰⁰ | TWODOL |
| \$4. ⁰⁰ | FOURDOL |
| \$5. ⁰⁰ | FIVEDOL |
| \$10. ⁰⁰ | TENDOL |
| \$20. ⁰⁰ | TWENTY |
| \$40. ⁰⁰ | FRYDOL |
| \$50. ⁰⁰ | FTYDOL |
| \$200. | TWOHUND |
| \$400. | FORHUND |
| \$20,000 | TWYTHOU |

- | | | |
|-----|---|-------|
| TWO | = | \$2 |
| FOR | = | \$4 |
| FIV | = | \$5 |
| TEN | = | \$10 |
| TWY | = | \$20 |
| FTY | = | \$40 |
| FRH | = | \$400 |

- $$\begin{array}{l} \$1.^{00} + \$1.^{00} \\ \$2.^{00} \end{array} \quad \begin{array}{l} = \$2 \text{ (two dollars) or} \\ = \$2 \text{ (two dollars) or} \end{array}$$

$\$1.^{00} + \$1.^{00} + \$1.^{00} + \$1.^{00}$	= \$4 (four dollars) or
$\$2.^{00} + \$2.^{00}$	= \$4 (four dollars) or
$\$4.^{00}$	= \$4 (four dollars) or
$\$5.^{00}$	= \$5 (five dollars) or
$\$1.^{00} + \$4.^{00}$	= \$5 (five dollars) or
$\$1.^{00} + \$2.^{00} + \$2.^{00}$	= \$5 (five dollars) or
$\$1.^{00} + \$1.^{00} + \$1.^{00} + \$1.^{00}$	
$\quad + \$1.^{00}$	= \$5 (five dollars) or
$\$1.^{00} + \$1.^{00} + \$1.^{00} + \$1.^{00}$	
$\quad + \$1.^{00} + \$1.^{00} + \$1.^{00}$	
$\quad + \$1.^{00} + \$1.^{00} + \$1.^{00}$	= \$10 (ten dollars) or
$\$5.^{00} + \$1.^{00} + \$1.^{00} + \$1.^{00}$	
$\quad + \$1.^{00} + \$1.^{00}$	= \$10 (ten dollars) or
$\$5.^{00} + \$5.^{00}$	= \$10 (ten dollars) or
$\$10.^{00}$	= \$10 (ten dollars) or
$\$2.^{00} + \$2.^{00} + \$2.^{00} + \$2.^{00}$	
$\quad + \$2.^{00} + \$2.^{00} + \$2.^{00}$	
$\quad + \$2.^{00} + \$2.^{00} + \$2.^{00}$	= \$20 (twenty dollars) or
$\$4.^{00} + \$4.^{00} + \$4.^{00} + \$4.^{00}$	
$\quad + \$4.^{00}$	= \$20 (twenty dollars) or
$\$10.^{00} + \$10.^{00}$	= \$20 (twenty dollars) or
$\$20.^{00}$	= \$20 (twenty dollars) or
$\$5.^{00} + \$5.^{00} + \$5.^{00} + \$5.^{00}$	
$\quad + \$5.^{00} + \$5.^{00} + \$5.^{00}$	
$\quad + \$5.^{00}$	= \$40 (forty dollars)
	or
$\$4.^{00} + \$4.^{00} + \$4.^{00} + \$4.^{00}$	
$\quad + \$4.^{00} + \$4.^{00} + \$4.^{00}$	
$\quad + \$4.^{00} + \$4.^{00} + \$4.^{00}$	= \$40 (forty dollars)
	or
$\$10.^{00} + \$10.^{00} + \$10.^{00} + \$10.^{00}$	= \$40 (forty dollars)
	or
$\$20.^{00} + \$20.^{00}$	= \$40 (forty dollars)
	or
$\$40.^{00}$	= \$40 (forty dollars)
	or
$\$50.^{00} + \$50.^{00} + \$50.^{00} + \$50.^{00}$	
$\quad + \$50.^{00} + \$50.^{00} + \$50.^{00}$	
$\quad + \$50.^{00}$	= \$400 (four hundred dollars) or
$\$200 + \$40.^{00} + \$40.^{00} + \$40.^{00}$	
$\quad + \$40.^{00} + \$40.^{00}$	= \$400 (four hundred dollars) or
$\$200 + \200	= \$400 (four hundred dollars) or
$\$400$	= \$400 (four hundred dollars) or
$\$20,000$	= \$20,000 (twenty thousand dollars).

A. In the latex play area located on the right side of the ticket, three play symbols appear in a vertical row with YOUR HAND printed above and are one of the following: "13", "14", "15", "16", "17", "18", "19", "20", or "21" with confirming captions. Three play symbols appear in a vertical row with DEALER'S HAND printed above and are one of the following: "12", "13", "14", "15", "16", "17", "18", "19", or "20" with confirming captions. The play symbol captions correspond with and verify the play symbols as follows:

<u>Play Symbol</u>	<u>Caption</u>
12	TLV
13	THN

14	FRN
15	FTN
16	SXT
17	SVT
18	EGN
19	NIT
20	TWY
21	TYN

- B. Three prize symbols appear in a vertical row with PRIZE BOX printed above and are one of the following: "\$1.00", "\$2.00", "\$5.00", "\$1,000", or "\$21,000" with confirming captions as follows:

<u>Play Symbol</u>	<u>Caption</u>
\$1. ⁰⁰	ONEDOL
\$2. ⁰⁰	TWODOL
\$5. ⁰⁰	FIVEDOL
\$1,000	ONETHOU
\$21,000	TYNTHOU

- C. A pack-ticket number beginning with 800001 is located in the lower left portion on the back of the ticket.

- D. The retailer validation code verifies instant winners of a "\$1.⁰⁰", "\$2.⁰⁰", "\$5.⁰⁰", "\$10.⁰⁰", or "\$15.⁰⁰" ticket. The retailer validation code which corresponds with and verifies each of these winners is as follows:

ONE	= \$1
TWO	= \$2
FIV	= \$5
TEN	= \$10
FTN	= \$15

- E. A prize winner in the "BLACKJACK" instant game is determined by removing the latex from the play area on the front of the ticket to determine the two play symbols and prize symbol identified as GAME 1, the two play symbols and prize symbol identified as GAME 2, and the two play symbols and prize symbol identified as GAME 3. Neither the retailer validation code (or any portion thereof), the pack-ticket number (or any portion thereof) nor the validation number (or any portion thereof), are play symbols or prize symbols and are not usable or playable as such. If the player's YOUR HAND beats DEALER'S HAND in either GAME 1, GAME 2, OR GAME 3, the player wins the prize shown for that game. There may be three winning games on a ticket. The prizes are as follows:

\$1. ⁰⁰	= \$1 (one dollar) or
\$1. ⁰⁰ + \$1. ⁰⁰	= \$2 (two dollars) or
\$2. ⁰⁰	= \$2 (two dollars) or
\$5. ⁰⁰	= \$5 (five dollars) or
\$1. ⁰⁰ + \$2. ⁰⁰ + \$2. ⁰⁰	= \$5 (five dollars) or
\$5. ⁰⁰ + \$5. ⁰⁰	= \$10 (ten dollars) or
\$5. ⁰⁰ + \$5. ⁰⁰ + \$5. ⁰⁰	= \$15 (fifteen dollars) or
\$1,000	= \$1,000 (one thousand dollars)
or	
\$21,000	= \$21,000 (twenty-one thousand dollars).

Historical Note

Adopted effective April 20, 1995 (Supp. 95-1).

R19-3-389. "Cash Splash"

- A. Nine play symbols, which are contiguous to each other in three rows, appear under the latex in the play area located on the right side on the front of the ticket and are one of the following: "\$1.⁰⁰", "\$2.⁰⁰", "\$5.⁰⁰", "\$10.⁰⁰", "\$100.", or "\$500," with confirming captions.
- B. A pack-ticket number beginning with 900001 is located in the lower-left portion on the back of the ticket.
- C. Play symbol captions correspond with and verify each of the play symbols as follows:

<u>Play Symbol</u>	<u>Caption</u>
\$1. ⁰⁰	ONEDOL
\$2. ⁰⁰	TWODOL
\$5. ⁰⁰	FIVEDOL
\$10. ⁰⁰	TENDOL
\$100.	ONEHUND
\$500.	FIVEHUND

- D. The retailer validation code verifies instant winners of \$1, \$2, \$5, \$10, \$100, or \$500. The retailer validation code which corresponds with and verifies each of these winners is as follows:

ONE	= \$1
TWO	= \$2
FIV	= \$5
TEN	= \$10
ONH	= \$100
FHN	= \$500

- E. A prize winner in the "CASH SPLASH" instant game is determined by removing the latex from the play area on the front of the ticket to determine the nine play symbols. Neither the retailer validation code (or any portion thereof), the pack-ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such. If the ticket owner matches three like play symbols, he or she wins that prize. The prizes are as follows:

Match 3	\$1. ⁰⁰	= \$1 (one dollar) or
Match 3	\$2. ⁰⁰	= \$2 (two dollars) or
Match 3	\$5. ⁰⁰	= \$5 (five dollars) or
Match 3	\$10. ⁰⁰	= \$10 (ten dollars) or
Match 3	\$100	= \$100 (one hundred dollars) or
Match 3	\$500	= \$500 (five hundred dollars).

Historical Note

Adopted effective April 20, 1995 (Supp. 95-2).

R19-3-390. "Fast Money"

- A. Four play symbols, which are in a horizontal row, appear under the latex in the play area located on the center right portion of the ticket with "YOUR NUMBER" printed above each play symbol and are one of the following: "1", "2", "3", "4", "5", "6", "7", "8", or "9" with confirming captions. One winning number symbol appears on the upper-right portion of the play area with "WINNING NUMBER" printed above and is one of the following: "1", "2", "3", "4", "5", "6", "7", "8", or "9" with confirming captions.
- B. A pack-ticket number beginning with 000001 is located in the lower-left portion on the back of the ticket.
- C. Play symbol captions correspond with and verify each of the play symbols as follows:

<u>Play Symbol</u>	<u>Caption</u>
1	ONE
2	TWO
3	THR
4	FOR
5	FIV
6	SIX
7	SVN
8	EGT
9	NIN

- D. Winning number symbol captions correspond with and verify each of the winning number symbols as follows:

<u>Winning Number</u>	<u>Caption</u>
<u>Symbols</u>	
1	ONE
2	TWO
3	THR
4	FOR

5	FIV
6	SIX
7	SVN
8	EGT
9	NIN

- E. Prize symbol captions correspond with and verify each of the prize symbols as follows:

<u>Prize Symbol</u>	<u>Caption</u>
\$1. ⁰⁰	ONEDOL
\$2. ⁰⁰	TWODOL
\$3. ⁰⁰	THRDOL
\$5. ⁰⁰	FIVEDOL
\$10. ⁰⁰	TENDOL
\$50. ⁰⁰	FTYDOL
\$100	ONEHUND
\$2,000	TWOTHOU

- F. The retailer validation code verifies instant winners of \$1.⁰⁰, \$2.⁰⁰, \$5.⁰⁰, \$10.⁰⁰, \$20.⁰⁰, \$50.⁰⁰, or \$100. The retailer validation code which corresponds with and verifies each of these winners is as follows:

ONE	= \$1	TEN	= \$10
TWO	= \$2	TWY	= \$20
FIV	= \$5	FFY	= \$50
		ONH	= \$100

- G. A prize winner in the "FAST MONEY" instant game is determined by removing the latex from the play area on the front of the ticket to determine the four play symbols and the winning number symbol. Neither the retailer validation code (or any portion thereof), the pack-ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such. If the player's "YOUR NUMBER" symbol matches the "WINNING NUMBER" symbol, the player wins the prize amount directly under the play symbol. There may be four ways to win on a ticket. The prizes are as follows:

\$1. ⁰⁰	= \$1 (one dollar) or
\$2. ⁰⁰	= \$2 (two dollars) or
\$2. ⁰⁰ + \$2. ⁰⁰ + \$1. ⁰⁰	= \$5 (five dollars) or
\$3. ⁰⁰ + \$2. ⁰⁰	= \$5 (five dollars) or
\$5. ⁰⁰ + \$5. ⁰⁰	= \$10 (ten dollars) or
\$5. ⁰⁰ + \$2. ⁰⁰ + \$2. ⁰⁰ + \$1. ⁰⁰	= \$10 (ten dollars) or
\$5. ⁰⁰ + \$5. ⁰⁰ + \$10. ⁰⁰	= \$20 (twenty dollars) or
\$10. ⁰⁰ + \$5. ⁰⁰ + \$3. ⁰⁰ + \$2. ⁰⁰	= \$20 (twenty dollars) or
\$50. ⁰⁰	= \$50 (fifty dollars) or
\$100. ⁰⁰	= \$100 (one hundred dollars) or
\$2,000	= \$2,000 (two-thousand dollars).

Historical Note

Adopted effective April 20, 1995 (Supp. 95-2).

R19-3-391. "3's for the Dough"

- A. Nine play symbols, which are contiguous to each other in three rows, appear under the latex in the play area located on the right side on the front of the ticket and are one of the following: "1", "2", "3", "4", "5", "6", "7", "8", or "9" with confirming captions. The play symbol captions correspond with and verify the play symbols as follows:

<u>Play Symbol</u>	<u>Caption</u>
1	ONE
2	TWO
3	THR
4	FOR
5	FIV
6	SIX
7	SVN

8	EGT
9	NIN

- B. A pack-ticket number beginning with 100001 is located in the lower-left portion on the back of the ticket.

- C. The retailer validation code verifies instant winners of \$1.⁰⁰, \$2.⁰⁰, \$3.⁰⁰, \$13.⁰⁰, \$33.⁰⁰, or \$333. The retailer validation code which corresponds with and verifies each of these winners is as follows:

\$1	=	ONE	\$13	=	THN
\$2	=	TWO	\$33	=	TRR
\$3	=	THR	\$333	=	THT

- D. A prize winner in the "3's FOR THE DOUGH" instant game is determined by removing the latex from the play area on the front of the ticket to determine the nine play symbols. Neither the retailer validation code (or any portion thereof), the pack-ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such. If the player has three "3" play symbols in any one row, column, or the upper-left to lower-right diagonal, he or she wins the prize indicated. A player may win only one time on a ticket. The prizes are as follows:

Right Column	= \$1 (one dollar) or
Center Column	= \$2 (two dollars) or
Left Column	= \$3 (three dollars) or
Top Row	= \$13 (thirteen dollars) or
Center Row	= \$33 (thirty-three dollars) or
Bottom Row	= \$333 (three hundred thirty-three dollars) or
Upper-left to lower-right diagonal	= \$3,333 (three thousand three hundred thirty-three dollars).

Historical Note

Adopted effective April 20, 1995 (Supp. 95-2).

R19-3-392. "Double Dice"

- A. In the latex play area located on the right side of the ticket, three play symbols appear in a vertical row with YOUR ROLL printed above and are one of the following: "3", "4", "5", "6", "7", "8", "9", "10", "11", or "12" with confirming captions. Three play symbols appear in a vertical row with HOUSE ROLL printed above and are one of the following: "2", "3", "4", "5", "6", "7", "8", "9", "10", or "11" with confirming captions. The play symbol captions correspond with and verify the play symbols as follows:

<u>Play Symbol</u>	<u>Caption</u>
2	TWO
3	THR
4	FOR
5	FIV
6	SIX
7	SVN
8	EGT
9	NIN
10	TEN
11	ELV
12	TLV

- B. Three prize symbols appear in a vertical row with PRIZE printed above and are one of the following: "\$1.⁰⁰", "\$2.⁰⁰", "\$5.⁰⁰", "\$10.⁰⁰", or "\$500" with confirming captions as follows:

<u>Symbols</u>	<u>Caption</u>
\$1. ⁰⁰	ONEDOL
\$2. ⁰⁰	TWODOL
\$5. ⁰⁰	FIVEDOL
\$10. ⁰⁰	TENDOL






\$500. FIVHUND

- C. A pack-ticket number beginning with 200001 is located in the lower left portion on the back of the ticket.

- D. The retailer validation code verifies instant winners of a \$1.⁰⁰, \$2.⁰⁰, \$5.⁰⁰, \$10.⁰⁰, \$20.⁰⁰ or \$500 ticket. The retailer validation code which corresponds with and verifies each of these winners is as follows:

ONE	= \$1	TEN	= \$10
TWO	= \$2	TWY	= \$20
FIV	= \$5	FHN	= \$500

- E. Three play symbols appear in a vertical row with BONUS BUCKS printed above and are one of the following: "\$\$",

", ", ", ", or " with confirming captions:

<u>Symbol</u>	<u>Caption</u>
\$	DBLE
	BELL
	CHRY
	ORNG
	STAR
	BARR

- F. A prize winner in the "DOUBLE DICE" instant game is determined by removing the latex from the play area on the front of the ticket to determine the two play symbols and prize symbol identified as GAME 1, the two play symbols and prize symbol identified as GAME 2, and the two play symbols and prize symbol identified as GAME 3. Neither the retailer validation code (or any portion thereof), the pack-ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols or prize symbols and are not usable or playable as such. If the player's YOUR ROLL beats HOUSE ROLL in either GAME 1, GAME 2, or GAME 3, he or she wins the prize shown for that game. If the BONUS BUCKS play symbol is "\$\$", the player wins twice the amount of the PRIZE spot. There may be three ways to win. The prizes are as follows:

\$1. ⁰⁰	=	\$1 (one dollar) or
\$1. ⁰⁰ + \$\$	=	\$2 (two dollars) or
\$2. ⁰⁰	=	\$2 (two dollars) or
\$5. ⁰⁰	=	\$5 (five dollars) or
\$5. ⁰⁰ + \$\$	=	\$10 (ten dollars) or
\$10. ⁰⁰ + \$\$	=	\$20 (twenty dollars) or
\$500	=	\$500 (five hundred dollars) or
\$500 + \$\$	=	\$1,000 (one thousand dollars).

Historical Note

Adopted effective April 20, 1995 (Supp. 95-2).

R19-3-393. "Scratch, Match, & Win"

- A. Nine play symbols, which are contiguous to each other in three rows, appear under the latex in the play area located on the right side on the front of the ticket and are one of the following: "\$1", "\$2", "\$5", "\$10", "\$20", "\$50", or "\$100" with confirming captions.
- B. A pack-ticket number beginning with 300001 is located in the lower-left portion on the back of the ticket.
- C. Play symbol captions correspond with and verify each of the play symbols as follows:

<u>Play Symbol</u>	<u>Caption</u>
\$1	ONEDOL

\$2	TWODOL
\$5	FIVEDOL
\$10	TENDOL
\$20	TWYDOL
\$50	FTYDOL
\$100	ONEHUND

- D. The retailer validation code verifies instant winners of \$1, \$2, \$5, \$10, \$20, \$50, or \$100. The retailer validation code which corresponds with and verifies each of these winners is as follows:

ONE	= \$1	TEN	= \$10
TWO	= \$2	TWY	= \$20
FIV	= \$5	FFY	= \$50
		ONH	= \$100

- E. A prize winner in the "SCRATCH, MATCH & WIN" instant game is determined by removing the latex from the play area on the front of the ticket to determine the nine play symbols. Neither the retailer validation code (or any portion thereof), the pack-ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such. If the ticket owner matches three like play symbols, he or she wins that prize. The prizes are as follows:

Match 3	\$1	=	\$1 (one dollar) or
Match 3	\$2	=	\$2 (two dollars) or
Match 3	\$5	=	\$5 (five dollars) or
Match 3	\$10	=	\$10 (ten dollars) or
Match 3	\$20	=	\$20 (twenty dollars) or
Match 3	\$50	=	\$50 (fifty dollars) or
Match 3	\$100	=	\$100 (one hundred dollars)

Historical Note

Adopted effective July 17, 1995 (Supp. 95-3).

R19-3-394. "Aces High"

- A. In the latex play area located on the right side of the ticket, three play symbols appear in a vertical row with "YOUR CARD" printed above and can be one of the play symbols displayed in Exhibit A. Three play symbols appear in a vertical row with "HOUSE CARD" printed above and can be one of the play symbols viewed in Exhibit B.
- B. Three prize symbols appear in a vertical row with "PRIZE" printed above and are one of the following: "\$1", "\$2", "\$5", "\$15", "\$50", and "\$500" with confirming captions. The prize symbols and confirming captions are as follows:

<u>Prize Symbol</u>	<u>Caption</u>
\$1	ONEDOL
\$2	TWODOL
\$5	FIVEDOL
\$15	FTNDOL
\$50	FTYDOL
\$500	FIVHUND

- C. A pack-ticket number is located on the lower-left side of the back of the ticket and begins with 400001.
- D. The retailer validation code verifies instant winners of \$1, \$2, \$5, \$10, \$15, \$50, \$100, \$150, and \$500. The retailer validation code which corresponds with and verifies each of these winners is as follows:

ONE	= \$1	FFY	= \$50
TWO	= \$2	ONH	= \$100
FIV	= \$5	OFY	= \$150
TEN	= \$10	FHN	= \$500
FTN	= \$15		

- E. A prize winner in the "ACES HIGH" instant game is determined by removing the latex from the play area on the front of the ticket to determine the two play symbols and prize symbol identified as "Game 1", the two play symbols and prize symbol identified as "Game 2", and the two play symbols and

prize symbol identified as "Game 3". Neither the retailer validation code (or any portion thereof), the pack-ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols or prize symbols and are not usable or playable as such. If the ticket holder's "YOUR CARD" beats "HOUSE CARD" in either "Game 1", "Game 2", or "Game 3", the player wins the prize shown for that game. There may be three winning games on a ticket. The prizes are as follows:

\$1	=	\$1 (one dollar) or
\$2	=	\$2 (two dollars) or
\$1+\$2+\$2	=	\$5 (five dollars) or
\$5	=	\$5 (five dollars) or
\$5+\$5	=	\$10 (ten dollars) or
\$15	=	\$15 (fifteen dollars) or
\$50	=	\$50 (fifty dollars) or
\$50+\$50	=	\$100 (one hundred dollars) or
\$50+\$50+\$50	=	\$150 (one hundred fifty dollars)
	=	or
\$500	=	\$500 (five hundred dollars) or
\$500+\$500	=	\$1,000 (one thousand dollars) or
\$500+\$500+\$500	=	\$1,500 (one thousand five hundred dollars)

Exhibit A. YOUR CARD



Exhibit B. HOUSE CARD



Historical Note

Adopted effective July 17, 1995 (Supp. 95-3).

R19-3-395. "Lucky Scratch"

- A. Nine play symbols, which are contiguous to each other in three rows, appear under the latex in the play area located on the right side on the front of the ticket and are one of the following: "\$1", "\$2", "\$5", "\$10", "\$15", "\$100", or "\$1000" with confirming captions as illustrated in Exhibit C.
- B. A pack-ticket number beginning with 500001 is located in the lower-left portion on the back of the ticket.
- C. Play symbol captions correspond with and verify each of the play symbols as follows:

<u>Play Symbol</u>	<u>Caption</u>
\$1	ONEDOL
\$2	TWODOL
\$5	FIVEDOL
\$10	TENDOL
\$15	FTNDOL
\$100	ONEHUND
\$1000	ONETHOU

- D. The retailer validation code verifies instant winners of \$1, \$2, \$5, \$10, \$15, or \$100 tickets. The retailer validation code which corresponds with and verifies each of these winners is as follows:

ONE	=	\$1	TEN	=	\$10
TWO	=	\$2	FTN	=	\$15
FIV	=	\$5	ONH	=	\$100

- E. A prize winner in the "LUCKY SCRATCH" instant game is determined by removing the latex from the play area on the front of the ticket to determine the nine play symbols. Neither the retailer validation code (or any portion thereof), the pack-ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such. If the ticket owner matches three like play symbols, he or she wins that prize. The prizes are as follows:

Match 3 \$1	=	\$1 (one dollar) or
Match 3 \$2	=	\$2 (two dollars) or
Match 3 \$5	=	\$5 (five dollars) or
Match 3 \$10	=	\$10 (ten dollars) or
Match 3 \$15	=	\$15 (fifteen dollars) or

Match 3 \$100 = \$100 (one hundred dollars) or
 Match 3 \$1000 = \$1000 (one thousand dollars)

Exhibit C. CONFIRMING CAPTIONS**Historical Note**

Adopted effective July 17, 1995 (Supp. 95-3).

R19-3-396. "Winning Card"

- A. Four play symbols, which are in a horizontal row, appear under the latex in the play area located on the center-right portion of the ticket with "YOUR CARD" printed above each play symbol and are one of the play spots displayed in Exhibit D. One winning number symbol appears on the upper-right portion of the play area with "DEALER'S CARD" printed above and is one of the play spots displayed in Exhibit D.
- B. A pack-ticket number beginning with 600001 is located in the lower-left portion on the back of the ticket.
- C. Prize symbol captions correspond with and verify each of the prize symbols as follows:

Prize Symbol	Caption
\$1	ONEDOL
\$2	TWODOL
\$3	THRDOL
\$5	FIVEDOL
\$10	TENDOL
\$50	FTYDOL
\$100	ONEHUND
\$2,000	TWOTHOU

- F. The retailer validation code verifies instant winners of \$1, \$2, \$5, \$10, \$20, \$50, or \$100. The retailer validation code which corresponds with and verifies each of these winners is as follows:

ONE	=	\$1	TEN	=	\$10
TWO	=	\$2	TWY	=	\$20
FIV	=	\$5	FFY	=	\$50
			ONH	=	\$100

- G. A prize winner in the "WINNING CARD" instant game is determined by removing the latex from the play area on the front of the ticket to determine the four play symbols and the winning number symbol. Neither the retailer validation code (or any portion thereof), the pack-ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such. If the player's "YOUR CARD" symbol matches the "DEALER'S CARD" symbol, the player wins the prize amount directly under the play symbol. There may be four ways to win on a ticket. The prizes are as follows:

\$1 = \$1 (one dollar) or
 \$2 = \$2 (two dollars) or
 \$2+\$2+\$1 = \$5 (five dollars) or
 \$3+\$2 = \$5 (five dollars) or
 \$5+\$5 = \$10 (ten dollars) or
 \$5+\$3+\$2 = \$10 (ten dollars) or
 \$5+\$5+\$10 = \$20 (twenty dollars) or
 \$10+\$5+\$3+\$2 = \$20 (twenty dollars) or
 \$50 = \$50 (fifty dollars) or
 \$100 = \$100 (one hundred dollars) or
 \$2,000 = \$2,000 (two thousand dollars)

Exhibit D. DEALER'S CARD / YOUR CARD**Historical Note**

Adopted effective July 17, 1995 (Supp. 95-3).

R19-3-397. "Football Fever"

- A. In the latex play area located on the right side of the ticket, three play symbols appear in a vertical row with "YOUR SCORE" printed above and are one of the following: "3", "6", "7", "10", "13", "14", "17", "20", "21", "24", and "27", with confirming captions. Three play symbols appear in a vertical row with "THEIR SCORE" printed above and are one of the following: "0", "3", "6", "7", "10", "13", "14", "17", "20", "21", and "24", with confirming captions. The play symbols captions correspond with and verify the play symbols as follows:

Play Symbols	Caption
0	ZRO
3	THR
6	SIX
7	SVN
10	TEN
13	TRN
14	FRT
17	SVT
20	TWY
21	TTN
24	TTF
27	TWN

- B. Three prize symbols appear in a vertical row with "PRIZE" printed above and are one of the following: "\$1", "\$2", "\$3", "\$5", "\$10", "\$15", "\$100", and "\$5,000" with confirming captions. The prize symbols and confirming captions are as follows:

<u>Prize Symbol</u>	<u>Caption</u>
\$1	ONEDOL
\$2	TWODOL
\$3	THRDOL
\$5	FIVEDOL
\$10	TENDOL
\$15	FTNDOL
\$100	ONEHUND
\$5000	FIVTHOU

- C. A pack-ticket number is located on the lower-left side of the back of the ticket and begins with 700001.
- D. The retailer-validation code verifies instant winners of \$1, \$2, \$5, \$10, \$25, and \$100. The retailer-validation code which corresponds with and verifies each of these winners is as follows:

ONE	=	\$1	TEN	=	\$10
TWO	=	\$2	TWF	=	\$25
FIV	=	\$5	ONH	=	\$100

- E. A prize winner in the "FOOTBALL FEVER" instant game is determined by removing the latex from the play area on the front of the ticket to determine the 2 play symbols and prize symbol identified as "Game 1", the 2 play symbols and prize symbol identified as "Game 2", and the 2 play symbols and prize symbol identified as "Game 3". Neither the retailer-validation code (or any portion thereof), the pack-ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols or prize symbols and are not usable or playable as such. If the ticket holder's "YOUR SCORE" beats "THEIR SCORE" in either "Game 1", "Game 2", or "Game 3", the player wins the prize shown for that game. There may be three winning games on a ticket. The prizes are as follows:

\$1	=	\$1 (one dollar) or
\$1+\$1	=	\$2 (two dollars) or
\$2	=	\$2 (two dollars) or
\$5	=	\$5 (five dollars) or
\$1+\$2+\$2	=	\$5 (five dollars) or
\$10	=	\$10 (ten dollars) or
\$5+\$5	=	\$10 (ten dollars) or
\$5+\$3+\$2	=	\$10 (ten dollars) or
\$15+\$10	=	\$25 (twenty-five dollars) or
\$10+\$10+\$5	=	\$25 (twenty-five dollars) or
\$100	=	\$100 (one hundred dollars) or
\$5,000	=	\$5,000 (five thousand dollars)

Historical Note

Adopted effective September 13, 1995 (Supp. 95-3).

R19-3-398. "Blackjack"

- A. In the latex play area located on the right side of the ticket, three play symbols appear in a vertical row with "YOUR HAND" printed above and are one of the following: "13", "14", "15", "16", "17", "18", "19", "20", or "21", with confirming captions. Three play symbols appear in a vertical row with "DEALER'S HAND" printed above and are one of the following: "12", "13", "14", "15", "16", "17", "18", "19", or "20", with confirming captions. The play-symbol captions correspond with and verify the play symbols as follows:

<u>Play Symbols</u>	<u>Caption</u>
12	TLV
13	THN
14	FRN

15	FTN
16	SXT
17	SVT
18	EGN
19	NIT
20	TWY
21	TYN

- B. Three prize symbols appear in a vertical row with "PRIZE" printed above and are one of the following: "\$1", "\$2", "\$5", "\$20", "\$40", "\$250", or "\$21,000" with confirming captions as follows:

<u>Prize Symbol</u>	<u>Caption</u>
\$1	ONEDOL
\$2	TWODOL
\$5	FIVEDOL
\$20	TWYDOL
\$40	FRYDOL
\$250	2HUND50
\$21,000	TYNTHOU

- C. A pack-ticket number beginning with 800001 is located in the lower-left portion on the back of the ticket.
- D. The retailer-validation code verifies instant winners of a \$1, \$2, \$3, \$5, \$10, \$15, \$40, or \$250 ticket. The retailer-validation code which corresponds with and verifies each of these winners is as follows:

\$1	=	ONE	\$10	=	TEN
\$2	=	TWO	\$15	=	FTN
\$3	=	THR	\$40	=	FTY
\$5	=	FIV	\$250	=	THF

- E. A prize winner in the "BLACKJACK" instant game is determined by removing the latex from the play area on the front of the ticket to determine the 2 play symbols and prize symbol identified as the "1st Game", the 2 play symbols and prize symbol identified as the "2nd Game", and the 2 play symbols and prize symbol identified as the "3rd Game". Neither the retailer-validation code (or any portion thereof), the pack-ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols or prize symbols and are not usable or playable as such. If the player's "YOUR HAND" beats "DEALER'S HAND" in either the "1st Game", "2nd Game", or "3rd Game", the player wins the prize shown for that game. There may be three winning games on a ticket. The prizes are as follows:

\$1	=	\$1 (one dollar) or
\$1+\$1	=	\$2 (two dollars) or
\$2	=	\$2 (two dollars) or
\$1+\$1+\$1	=	\$3 (three dollars) or
\$5	=	\$5 (five dollars) or
\$1+\$2+\$2	=	\$5 (five dollars) or
\$5+\$5	=	\$10 (ten dollars) or
\$5+\$5+\$5	=	\$15 (fifteen dollars) or
\$40	=	\$40 (forty dollars) or
\$20+\$20	=	\$40 (forty dollars) or
\$250	=	\$250 (two-hundred fifty dollars) or
\$21,000	=	\$21,000 (twenty-one thousand dollars)

Historical Note

Adopted effective September 13, 1995 (Supp. 95-3).

R19-3-399. "X's and O's"

- A. Nine play symbols, which are contiguous to each other in three rows, appear under the latex in the play area located on the right side on the front of the ticket and are one of the following: "X" and "O" with confirming captions. The play-symbol captions correspond with and verify the play symbols as follows:

<u>Play Symbol</u>	<u>Caption</u>
X	1XX0
O	1000

- B. A pack-ticket number beginning with 900001 and is located in the lower-left portion on the back of the ticket.
- C. The retailer-validation code verifies instant winners of \$1, \$2, \$5, \$10, \$20, or \$100. The retailer-validation code which corresponds with and verifies each of these winners is as follows:
- | | | | |
|-------|-----|---------|-----|
| \$1 = | ONE | \$10 = | TEN |
| \$2 = | TWO | \$20 = | TWY |
| \$5 = | FIV | \$100 = | ONH |
- D. A prize winner in the "X's & O's" instant game is determined by removing the latex from the play area on the front of the ticket to determine the nine play symbols. Neither the retailer-validation code (or any portion thereof), the pack-ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such. If the player has either three "X" or three "O" play symbols in any one row, column, or the upper-left to lower-right diagonal, he or she wins the prize indicated. A player may win only one time on a ticket. The prizes are as follows:

Right Column	=	\$1 (one dollar) or
Center Column	=	\$2 (two dollars) or
Left Column	=	\$5 (five dollars) or
Top Row	=	\$10 (ten dollars) or
Center Row	=	\$20 (twenty dollars) or
Bottom Row	=	\$100 (one-hundred dollars) or
Upper-left to lower-right diagonal	=	\$1,000 (one thousand dollars)

Historical Note

Adopted effective September 13, 1995 (Supp. 95-3).

ARTICLE 4. ON-LINE LOTTERY GAMES

R19-3-401. Arizona On-line Games - General Provisions

- A. Definitions. In this Article, unless the context otherwise requires:
- "Breakage" means a situation in which the shares in each prize category are rounded down to the nearest ten cents.
 - "Cash Value" means payment of the Division 1 prize pool share amount paid in one lump sum.
 - "Drawing" means the process used to randomly select the winning numbers from the defined game matrix.
 - "Fantasy 5" means a game in which five numbers of a 35-number matrix are selected as a game play.
 - "Game board" or "board" means the area of the selection slip which contains numbered squares. Each game board is identified with one letter from A through E, corresponding to the numbers selected and printed on the purchased ticket.
 - "Game play" or "play" means the selected numbers which appear on a ticket as a single lettered selection.
 - "Game ticket" or "ticket" means a ticket produced by a terminal which contains the caption designating the game name, from one to five lettered game plays each having the numbers selected, the beginning and ending drawing dates, a four-digit security code, the price of the ticket, the number of draws, a retailer number, and a 12-digit serial number.
 - "LOTTO" means a game in which six numbers of a 42-number matrix are selected as a game play.
 - "Multiple winners" means a situation in which more than one claimant redeems an individual share.

- "Original Annuity" means the annuitized value of the Division 1 prize pool share amount paid in 20 equal annual payments.
 - "POWERBALL" means a game in which five numbers of a 45-number matrix plus one number of a second 45-number matrix are selected as a game play.
 - "Quick pick" means the random selection by a terminal of numbers from the defined game matrix, which appear on a ticket as a single lettered selection.
 - "Selection slip" means a card used in marking a player's game plays. Each selection slip has five game boards.
 - "Set Prize" means a prize that is advertised to be paid by a single cash payment.
 - "Share" means any single winning game play, which is equal to any other share in the same prize category.
 - "Terminal" means a device which is authorized by the Lottery to function in an on-line, interactive mode with the Lottery's computer system. The terminal is functional for the purpose of issuing Lottery tickets and entering, receiving, and processing Lottery transactions. These transactions include producing and voiding ticket purchases, validating winning tickets, and transmitting reports.
 - "Winning numbers" means the numbers from the defined game matrix randomly selected at each drawing which determine winning game plays contained on a ticket.
- B. Price of game plays. Each game play shall sell for no more than \$1.00.
- C. Ticket purchase, characteristics, and restrictions. The retailer shall issue a ticket from the terminal containing any selected set of numbers from the defined game matrix.
- To play an on-line game, a player shall select one or more sets of different numbers from the defined game matrix for input into a terminal. A player may select each set by:
 - Verbally communicating the numbers to a retailer,
 - Marking the numbered squares required in any one game board on a selection slip and submitting the selection slip to a retailer,
 - Requesting a "quick pick" from the retailer, or
 - Marking "quick pick" on a selection slip.
 - A ticket, subject to the validation requirements of subsection (G), is the only proof of any game play and the only valid receipt for claiming any prize. A selection slip has no pecuniary or prize value and does not constitute evidence of any ticket purchased.
 - A ticket holder may have a Lotto or Fantasy 5 ticket voided by returning the ticket to the retailer who sold it on the date of purchase before the terminal is closed for that day. Powerball tickets may not be voided or canceled by returning the ticket to the retailer who sold it or to the lottery, including tickets that are printed in error. No ticket shall be returned to the Lottery for credit. Tickets accepted by retailers as returned tickets and which cannot be resold shall be deemed owned by the bearer thereof.
 - If a ticket is voided as prescribed in paragraph (3), the retailer shall refund the ticket price to the ticket holder.
 - The Lottery shall not be liable for tickets printed in error. The ticket purchaser is responsible for the accuracy of any game play and other data printed on the ticket. In the event of an error, the player's sole remedy is the voiding of the ticket, pursuant to paragraph (3).
 - Retailer shall not sell a ticket or combination of tickets to any person or entity which would guarantee such purchaser a win.
 - Plays may only be entered manually using the lottery terminal keypad or touch screen or by means of a selection

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slip provided by the Lottery and hand-marked by the player. Retailers shall not permit the use of facsimiles of selection slips, copies of selection slips, or other materials that are inserted into the terminal's selection slip reader that are not printed or approved by the Lottery.

D. Drawings.

1. The drawings shall be held at the times and places established by the Director and subsequently announced to the public.
2. The objective of a LOTTO drawing is to select the six random winning numbers with the aid of mechanical drawing equipment.
3. The objective of a "Fantasy 5" drawing is to randomly select five winning numbers with the aid of mechanical drawing equipment.
4. The objective of a "POWERBALL" drawing is to randomly select five winning numbers from a 45-number matrix, plus the Powerball winning number from a second 45-number matrix, with the aid of mechanical drawing equipment.

E. Determination of "LOTTO" prize game plays.

1. Prizes shall be determined and awarded on the following basis:

Game Plays Containing	Prize Category	Share of Prize Fund
All Six Winning Numbers	Division 1 (Jackpot)	69% after Division 4 allotment
Any Five Winning Numbers	Division 2 (Second Place)	10% after Division 4 allotment

Any Four
Winning Numbers

Division 3
(Third Place)

21% after
Division 4
allotment

Any Three
Winning Numbers

Division 4
(Fourth Place)

\$2.00

2. Each winning game play shall be paid an equal share of a prize category. No more than the highest division prize amount established shall be paid on a winning game play.
3. Any money left in a prize category after breakage shall be included in the Division 1 prize pool.

F. Determination of "Fantasy 5" prize game plays.

1. Prizes shall be determined and awarded on the following basis:

Game Plays Containing	Prize Category	Prize
All Five Winning Numbers	Division 1 (Top Prize)	\$50,000
Any Four Winning Numbers	Division 2 (Second Place)	\$500
Any Three Winning Numbers	Division 3 (Third Place)	\$5

2. No more than the highest division prize amount established shall be paid on a winning game play.
3. If there are more than ten Division 1 winning game plays in a single drawing, each will receive an equal proportionate share of a maximum \$500,000.

G. Determination of POWERBALL prize game plays.

1. Prizes shall be determined and awarded on the following basis:

Game Plays Matching Lottery Draws of:	Prize Category	Prize or Share of Prize Pool:
All five of first matrix plus one of second matrix	Jackpot	60.56% of Prize Pool
All five of first matrix and none of second matrix	Division 2	\$100,000
Any four of first matrix plus one of second matrix	Division 3	\$5,000
Any four of first matrix and none of second matrix	Division 4	\$100
Any three of first matrix plus one of second matrix	Division 5	\$100
Any three of first matrix and none of second matrix	Division 6	\$5
Any two of first matrix plus one of second matrix	Division 7	\$5
Any one of first matrix plus one of second matrix	Division 8	\$2
None of first matrix plus one of second matrix	Division 9	\$1

2. Each Jackpot winning game play shall be paid an equal share of the prize category. No more than the highest division prize amount established shall be paid on a winning game play.
3. The prize pool percentage allocated to the set prizes (the cash prizes of \$100,000 or less) shall be carried forward to subsequent draws if all or a portion of it is not needed to pay the set prizes awarded in the current draw. If the total of the set prizes awarded in a drawing exceeds the percentage of the prize pool allocated to the set prizes, then the amount needed to fund the set prizes awarded shall be drawn from the following sources, in the following order:
 - a. The amount allocated to the set prizes and carried forward from previous draws, if any;
 - b. An amount from the set prize reserve account, if available, not to exceed \$20 million per drawing.
4. If, after these sources are depleted, there are not sufficient funds to pay the set prizes awarded, then the highest set

prize shall become a pari-mutuel prize. If the amount of the highest set prize, when paid on a pari-mutuel basis, drops to or below the next highest set prize and there are still not sufficient funds to pay the remaining set prizes awarded, then the next highest set prize shall become a pari-mutuel prize. This procedure shall continue down through all set prizes levels, if necessary, until all set prize levels become pari-mutuel prize levels. In that instance, the money available from the funding sources listed in this rule shall be divided among the winning plays in proportion to their respective prize percentages.

H. Ticket ownership and responsibility.

1. Until a ticket is signed, the ticket is owned by its physical possessor.
2. When signed, the claimant whose signature appears on the ticket is entitled to the corresponding prize.
3. If more than one signature appears on the ticket, the Director is authorized to require that one or more of those claimants be designated to receive payment.

4. A claim form shall be submitted by each claimant who is designated by the Director to receive a portion of the prize claimed from the winning ticket.
5. Any claim forms submitted shall be signed by all other claimants whose signatures appear on the ticket and who are relinquishing their individual claims to the winning ticket.
6. Payment shall be made to any claimants designated on the claim form.
7. The Lottery is not responsible for lost or stolen tickets.
- I. Ticket validation requirements.**
 1. To be a ticket eligible to receive a prize, all of the following requirements shall be satisfied.
 - a. The ticket is:
 - i. Issued by the Lottery through a retailer, from a terminal, in an authorized manner;
 - ii. Intact and is not mutilated or tampered with in any manner;
 - iii. Not defectively printed or produced in error;
 - iv. Not counterfeit, stolen, or voided; and
 - v. Able to pass all other confidential validation tests determined by the Director;
 - vi. Validated in accordance with the provisions of subsections (K) and (L).
 - b. The ticket data is:
 - i. Recorded in the on-line contractor's central computer system prior to the drawing;
 - ii. In agreement with the computer record;
 - iii. In the Lottery's official file of winning tickets and has not been previously paid.
 - c. Any winning game play on the ticket is separately lettered and consists of a selected set of numbers from the defined game matrix.
 2. If a ticket fails to pass any of the requirements in paragraph (1), the ticket is void and ineligible for any prize payment.
- J. Disputes concerning a ticket.**
 1. If a dispute between the Lottery and a claimant occurs concerning a ticket, the Director is authorized to replace the disputed ticket with a ticket of equivalent sales price from any subsequent drawing of the same game.
 2. Replacement of the disputed ticket is the sole and exclusive remedy for a claimant.
- K. Procedure for claiming prizes.**
 1. To claim a prize of up to \$600, the claimant shall present the signed ticket to any participating on-line retailer. The retailer shall pay the claimant provided that:
 - a. All of the ticket validation criteria in subsection (H) have been satisfied; and
 - b. A proper validation ticket, which is an authorization to pay, has been issued by the terminal.
 2. To claim a prize that the retailer does not validate or is not authorized to pay, including all prizes over \$600, the claimant shall submit a claim form, available from any retailer, and the ticket to the Lottery.
 3. If the claim is:
 - a. Validated by the Lottery, a check shall be forwarded to the claimant;
 - b. Denied by the Lottery, the claimant shall be notified within 15 days from the day the claim is received in the Lottery office.
- L. Prize payments.**
 1. If a ticket contains more than one winning game play, any prize amounts shall be combined and paid in accordance with the prize payment limits specified in subsection (J).
2. Prizes shall be paid by cash or check at the discretion of the Director.
3. "LOTTO" Division 1 prize cash value (prize pool share amount) may be paid in one lump sum at the winners' discretion when purchasing the ticket.
4. "LOTTO" Division 1 prizes of \$400,000 or more, regardless of the number of shares, may be paid in 20 equal annual payments at the winners' discretion when purchasing the ticket. These payments shall commence with the time of validation and thereafter be paid on the anniversary date of the winning prize drawing.
 - a. If the death of a "LOTTO" prize winner occurs, the Lottery shall pay all remaining prize payments to the prize winner's beneficiary or to any person designated by an appropriate judicial order.
 - b. The Lottery shall provide the prize amount in the form of an annuity.
5. POWERBALL Division One Jackpot prizes of \$250,000 or more, regardless of the number of shares, shall be paid in 20 equal annual payments. The payments shall commence with the time of validation or after the 15th calendar day following the drawing, whichever is later, and thereafter be paid on the anniversary date of the winning prize drawing.
 - a. If the death of a POWERBALL prize winner occurs, the Lottery shall pay all remaining prize money to the prize winner's estate, to the beneficiary designated to the Lottery by the prize winner, or to any person designated to the Lottery by the prize winner, or to any person designated by an appropriate judicial order.
 - b. The Lottery shall provide the prize amount in the form of an annuity.
- M. Prize fund.**
 1. 50% of the gross sales revenue from the "LOTTO" game, less any voids, is reserved for prizes and is allocated to the prize categories specified in subsection (E).
 2. If it is determined that there are no winning tickets for a specific prize category in any given "LOTTO" drawing, all monies allocated for that prize category shall be combined with the monies allocated for the Division 1 prize category. This rollover process continues until there is a winning ticket for the Division 1 prize category.
 3. 50% of the gross sales revenue from the "Fantasy 5" game, less any voids, is reserved for prizes and is allocated to the prize categories specified in subsection (F)
 4. 50% of the gross sales revenue from the POWERBALL game is reserved for prizes and is allocated to the prize categories specified in subsection (G).
 5. If an on-line game is terminated for any reason, any remaining prize monies shall be held by the Lottery for a period of 180 days from the date of the last drawing and then used for additional prizes in any other lottery game.

Historical Note

Adopted as an emergency effective June 10, 1983, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 83-3). Former Section R4-37-401 adopted as an emergency effective June 10, 1983, now adopted without change as a permanent rule effective September 14, 1983 (Supp. 83-5). Amended subsections (A), (D), (E), (J), (K) effective September 7, 1984 (Supp. 84-4). Amended subsection (K) effective March 14, 1985 (Supp. 85-2). Amended effective September 26, 1986 (Supp. 86-5). Amended effective June 29, 1989 (Supp. 89-2). Amended as an emergency effective September 25, 1991, pursuant to A.R.S. § 41-1026, valid for only 90 days (Supp. 91-3).

Emergency expired. Emergency amendments permanently adopted effective March 3, 1992 (Supp. 92-1).

Amended effective March 9, 1992 (Supp. 92-1).

Amended effective April 4, 1994 (Supp. 94-2). R19-3-401 recodified from R4-37-401 (Supp. 95-1).

R19-3-402. "Arizona Bingo"

A. Definitions.

1. "Arizona Bingo" means an on-line game in which 24 play symbols of a 75-play-symbol matrix are selected as a game card.
2. "Drawing" means the process used to randomly select winning play symbols from the defined game matrix.
3. "Game card" means the area on the ticket which contains the grid in which 24 randomly selected play symbols are printed. There may be more than 1 game card on a ticket.
4. "Game Profile" means the written document that includes non-confidential game information including, but not limited to, the game prize structure, winning game play style or styles, and special game features.
5. "Multiple winners" means a situation in which more than 1 claimant redeems an individual share.
6. "On-line game" means a game that is played by entering a player's game play or plays into a lottery-authorized terminal to produce a ticket. The game play or plays on the ticket are compared to winning numbers selected during the drawing process to determine if a ticket holder is entitled to a prize or prizes.
7. "Play symbols" means the numbers, letters, or characters printed on each game card of a ticket that determine if a player is entitled to a prize.
8. "Terminal" means a device which is authorized by the Lottery to function in an on-line, interactive mode with the Lottery's computer system. The terminal is functional for the purpose of issuing Lottery tickets and entering, receiving, and processing Lottery transactions. These transactions include producing and voiding ticket purchases, validating winning tickets, and transmitting reports.
9. "Ticket" means paper stock issued from a terminal by a licensed Lottery agent bearing 1 or more game cards.
10. "Winning play symbols" means the numbers from the defined game matrix randomly selected at each drawing which determine winning game plays contained on a ticket.

B. Game Profile

1. The Commission shall approve the individual game profile prior to the game being introduced to the public for sale.
2. At a minimum, the Game Profile for each game shall contain the following information:
 - a. Game name;
 - b. Prize structure, including the approximate odds and amount of prizes available, and the prize pool percentage;
 - c. Winning play styles;
 - d. Special feature, if any;
 - e. Retail sales price.

C. Ticket Purchase and Characteristics

1. To play the on-line "Arizona Bingo" game, a player shall indicate the following by verbally communicating to the retailer:
 - a. The number of tickets the player wishes to purchase; and
 - b. The number of advance plays, if applicable.
2. A unique serial number shall be printed on the front of the ticket that will distinguish it from every other ticket.

3. A retailer shall issue, from an authorized Lottery terminal, a ticket containing 1 or more game play areas ("game cards") as specified in the Game Profile, each of which shall contain 24 randomly selected play symbols from a matrix of 75 play symbols and a "FREE" play symbol.

- a. The 24 randomly selected play symbols shall be printed on each of the play cards forming a grid of 5 rows and 5 columns.
- b. The 3rd play symbol in the 3rd column shall be the symbol "FREE".

4. On-line "Arizona Bingo" tickets may not be voided or canceled.

D. Drawing

1. The drawings shall be held at the times and places established by the Director and subsequently announced to the public.
2. The objective of the "Arizona Bingo" drawing is to select the 24 random winning play symbols with the aid of computerized drawing equipment.

E. Game Play Style and Determination of a Winning Game Card

1. A player shall win the prize or prizes indicated in the Game Profile by matching the winning play symbols selected at the drawing to the play symbols that appear in 1 or more of the following patterns on each game card:
 - a. Five consecutive play symbols, including the "FREE" play symbol, if appropriate, in any horizontal, vertical, or diagonal line as illustrated in Exhibit 1; or
 - b. Play symbols in all 4 corners as illustrated in Exhibit 2; or
 - c. All 5 consecutive play symbols in the top row, the bottom row, and the 1st and 5th columns forming an outer frame pattern as illustrated in Exhibit 3; or
 - d. The 2nd, 3rd, and 4th play symbols in the 2nd row and in the 4th row and the 2nd, 3rd, and 4th play symbols in the 2nd column and the 4th column, forming an inner frame pattern as illustrated in Exhibit 4; or
 - e. The 1st, 2nd, 4th, and 5th play symbols in the 1st, 2nd, 4th, and 5th rows, forming a box pattern in each of the 4 corners as illustrated in Exhibit 5; or
 - f. The 3rd play symbol in the 1st and 5th rows, the 2nd and 4th play symbols in the 2nd and 4th rows, and the 1st and 5th play symbols in the 3rd row, forming a diamond pattern as illustrated in Exhibit 6; or
 - g. The 3rd, 4th, and 5th play symbols in the 1st and 5th columns, the 2nd and 3rd play symbols in the 2nd and 4th columns, the 1st play symbol in the 3rd column, and the "FREE" play symbol forming an "A" pattern as illustrated in Exhibit 7; or
 - h. The 1st, 2nd, 3rd, 4th, and 5th play symbols in the 1st and 5th rows, and the 1st play symbols in the 2nd, 3rd, and 4th rows, forming a "C" pattern as illustrated in Exhibit 8; or
 - i. The 1st, 2nd, 3rd, 4th, and 5th play symbols in the 1st column, and the 2nd, 3rd, 4th, and 5th play symbols in the 5th row, forming an "L" pattern as illustrated in Exhibit 9; or
 - j. The 1st, 2nd, 3rd, 4th, and 5th play symbols in the 1st and 5th columns, and the 3rd play symbol in the 2nd and 4th columns, and the "FREE" play symbol, forming an "H" pattern as illustrated in Exhibit 10; or
 - k. The 1st, 2nd, 3rd, 4th, and 5th play symbols in the 1st row, and the 2nd play symbol in the 3rd column, the "FREE" play symbol, and the 4th and 5th play

- symbols in the 3rd column, forming a “T” pattern as illustrated in Exhibit 11; or
- l. Five consecutive play symbols in both diagonals forming an “X” pattern as illustrated in Exhibit 12; or
 - m. The 1st, 2nd, 3rd, 4th, and 5th play symbols in the 1st row and 5th row, the 2nd play symbol in the 4th row, the “FREE” play symbol, and the 4th play symbol in the 2nd row, forming a “Z” pattern as illustrated in Exhibit 13; or
 - n. The 1st, 2nd, 3rd, 4th, and 5th play symbols in the 1st row, the 4th play symbol in the 2nd row, the “FREE” play symbol, the 2nd play symbol in the 4th row, and the 1st play symbol in the 5th row, forming a “7” pattern as illustrated in Exhibit 14; or
 - o. All of the play symbols in the 1st, 2nd, 3rd, 4th, and 5th rows, and including the “FREE” play symbol, creating a “blackout” as illustrated in Exhibit 15.
2. Players can win on each game card on a ticket.
 3. There may be multiple winning patterns on a single game card matching 5 consecutive play symbols, including the “FREE” play symbol if appropriate, in any horizontal, vertical, or diagonal line as illustrated in Exhibit “1.”
 4. In the event multiple winning patterns occur on a single game card as described in subsections (E)(1)(b) through (E)(1)(o), only the highest established prize value shall be paid on each game card.
- F. Ticket Ownership and Responsibility; Prize Payment**
1. Until a ticket is signed, the ticket is owned by its physical possessor.
 2. When signed, the claimant whose signature appears on the ticket is entitled to the corresponding prize.
 3. If more than 1 signature appears on the ticket, the Director is authorized to require that 1 or more of those claimants be designated to receive payment.
 4. A claim form shall be submitted by each claimant who is designated by the Director to receive a portion of the prize claimed from the winning ticket.
 5. Prior to payment of a prize, a claimant who has signed the ticket may designate another claimant to receive the prize by signing a relinquishment of claim statement.
 6. Prizes shall be paid by cash or check, according to the provisions in subsection (I) of this rule.
 7. All prize levels are fixed amounts and are specified in the Game Profile. Each game card winning any prize entitles the winner to the prize amount specified in the Game Profile.
 8. The Lottery is not responsible for lost or stolen tickets.
- G. Ticket Validation Requirements**
1. To be a ticket eligible to receive a prize, all of the following requirements shall be satisfied:
 - a. The ticket is:
 - i. Issued by the Lottery through a retailer, from a terminal, in an authorized manner;
 - ii. Intact and is not mutilated or tampered with in any manner;
 - iii. Not defectively printed or produced in error;
 - iv. Not counterfeit, stolen, or voided;
 - v. Able to pass all other security requirements determined by the Director;
 - vi. Validated in accordance with the provisions of subsections (F) and (I).
 - b. The ticket data is:
 - i. Recorded in the on-line contractor’s central computer system prior to the drawing,
 - ii. In agreement with the computer record,
 - iii. In the Lottery’s official file of winning tickets and has not been previously paid.
 - c. Any winning game play on the ticket is separately lettered or numbered and consists of a selected set of numbers from the defined game matrix.
 2. If a ticket fails to pass any of the requirements in subsection (G)(1), the ticket is void and ineligible for any prize payment.
- H. Disputes Concerning a Ticket**
1. If a dispute between the Lottery and a claimant occurs concerning a ticket, the Director is authorized to replace the disputed ticket with a ticket of equivalent sales price from any subsequent drawing of the same game.
 2. Replacement of the disputed ticket is the sole and exclusive remedy for a claimant.
- I. Procedure for Claiming Prizes**
1. To claim a prize of up to and including \$599.00, the claimant shall present the signed ticket to any participating on-line retailer. The retailer shall pay the claimant provided that:
 - a. All of the ticket validation criteria in subsection (G) have been satisfied; and
 - b. A proper validation ticket, which is an authorization to pay, has been issued by the terminal.
 2. To claim a prize that the retailer does not validate or is not authorized to pay, including all prizes \$600.00 or more, the claimant shall submit a claim form, available from any retailer, and the ticket to the Lottery.
 3. If the claim is:
 - a. Validated by the Lottery, a check shall be forwarded to the claimant.
 - b. Denied by the Lottery, the claimant shall be notified within 15 days from the day the claim is received in the Lottery office.
- J. The definitions and provisions of R19-3-401, except for those contained in subsections (H), (I), (J), and (K), do not apply to the on-line “Arizona Bingo” play style.**

Historical Note

Adopted effective June 27, 1997 (Supp. 97-2).

Exhibit 1. Any Horizontal, Vertical, or Diagonal Line

B I N G O				
		FREE		

Historical Note

Exhibit 1 adopted effective June 27, 1997 (Supp. 97-2).

Exhibit 2. Four Corners

B	I	N	G	O
		FREE		

Historical Note

Exhibit 2 adopted effective June 27, 1997 (Supp. 97-2).

Exhibit 5. Four Corner Box Patters

B	I	N	G	O
		FREE		

Historical Note

Exhibit 5 adopted effective June 27, 1997 (Supp. 97-2).

Exhibit 3. Outer Frame

B	I	N	G	O
		FREE		

Historical Note

Exhibit 3 adopted effective June 27, 1997 (Supp. 97-2).

Exhibit 6. Diamond Pattern

B	I	N	G	O
		FREE		

Historical Note

Exhibit 6 adopted effective June 27, 1997 (Supp. 97-2).

Exhibit 4. Inner Frame

B	I	N	G	O
		FREE		

Historical Note

Exhibit 4 adopted effective June 27, 1997 (Supp. 97-2).

Exhibit 7. "A" Pattern

B	I	N	G	O
		FREE		

Historical Note

Exhibit 7 adopted effective June 27, 1997 (Supp. 97-2).

Exhibit 8. "C" Pattern

B	I	N	G	O
		FREE		

Historical Note

Exhibit 8 adopted effective June 27, 1997 (Supp. 97-2).

Exhibit 11. "T" Pattern

B	I	N	G	O
		FREE		

Historical Note

Exhibit 11 adopted effective June 27, 1997 (Supp. 97-2).

Exhibit 9. "L" Pattern

B	I	N	G	O
		FREE		

Historical Note

Exhibit 9 adopted effective June 27, 1997 (Supp. 97-2).

Exhibit 12. "X" Pattern

B	I	N	G	O
		FREE		

Historical Note

Exhibit 12 adopted effective June 27, 1997 (Supp. 97-2).

Exhibit 10. "H" Pattern

B	I	N	G	O
		FREE		

Historical Note

Exhibit 10 adopted effective June 27, 1997 (Supp. 97-2).

Exhibit 13. "Z" Pattern

B	I	N	G	O
		FREE		

Historical Note

Exhibit 13 adopted effective June 27, 1997 (Supp. 97-2).

Exhibit 14. "7" Pattern

B I N G O				
		FREE		

Historical Note

Exhibit 14 adopted effective June 27, 1997 (Supp. 97-2).

Exhibit 15. "Blackout"

B I N G O				
		FREE		

Historical Note

Exhibit 15 adopted effective June 27, 1997 (Supp. 97-2).

R19-3-403. "PICK 3™"

- A. Definitions.** The following definitions and the definitions in R19-3-401(A)(3), (A)(5), (A)(9), (A)(12), (A)(13), (A)(15) and (A)(16) apply to PICK 3™.
- "Game play" or "play" means the selected numbers which appear on a ticket as a single wager. More than 1 game play may appear on a ticket.
 - "Game Profile" means a written document that contains non-confidential game information including the game name, matrix/prize structure, prize fund percentage, game play styles, the frequency of drawings, play symbols, retail sales price, and special game features.
 - "On-line game" means a game that is played by entering a player's game play or plays into a lottery authorized terminal to produce a ticket. The game play or plays on the ticket are compared to winning numbers selected during the drawing process to determine if a ticket holder is entitled to a prize or prizes.
 - "PICK 3™" means an on-line game in which 3 play numbers between 0 and 9 are selected as a game play.
 - "Play symbols" means the numbers, letters, or characters printed on each game play of a ticket that determine if a player is entitled to a prize.
 - "Ticket" means paper stock issued from a terminal by a licensed Lottery retailer containing 1 or more game plays with the game play data for an individual game. The

game play data includes at least the caption designating the game name, individual game plays which display the selected numbers, letters, or symbols, the dates of the drawings, the price of the ticket, the number of draws, retailer number, and a unique serial number.

- "Winning play symbols" or "winning numbers" means the 3 numbers between 0 and 9 that are randomly selected at each drawing which determine winning game plays contained on a ticket.

B. Ticket Purchase and Characteristics

- To play the on-line PICK 3™ game, a player shall select 1 or more game plays of 3 numbers and a game play style for each game play for input into a terminal. A player may select each game play by:
 - Verbally communicating the numbers to a retailer;
 - Marking the numbered squares required in any 1 game board on a selection slip and submitting the selection slip to a retailer;
 - Requesting a "quick pick" from the retailer, or
 - Marking "quick pick" on a selection slip.
- The price for each game play shall be no more than \$1.
- A PICK 3™ ticket, subject to the validation requirements of subsection (G), is the only proof of any game play and the only valid receipt for claiming any prize. A selection slip has no pecuniary value and does not constitute evidence of any ticket purchased.
- A unique serial number shall be printed on the front of the ticket and will distinguish it from every other ticket.
- A retailer shall issue, from an authorized Lottery terminal, a ticket containing 1 or more game play areas as specified in the Game Profile, each of which shall contain 3 selected play symbols from 0 through 9.
- A ticket holder may not have a PICK 3™ ticket voided or canceled.
- The Lottery shall not be liable for ticket errors. The ticket holder is responsible for the accuracy of ticket data.

C. Drawings

- The objective of a PICK 3™ drawing is to randomly select 3 single digit winning numbers as defined in the Game Profile. Mechanical, electrical or computerized drawing equipment shall be used to make the random selection. The 3 single digit numbers shall be used to determine PICK 3™ winning game plays.
- The drawings shall be held at the times and places established by the Director and subsequently announced to the public.

D. Game Play Styles

- The PICK 3™ game play styles shall be listed in the Game Profile and shall be 1 or more of the following:
 - "Straight" means a play in which the player matches all 3 selected winning numbers in the exact order drawn.
 - "3-way box" means a play in which the player matches all 3 selected winning numbers in any order drawn and 2 of the 3 numbers are identical.
 - "6-way box" means a play in which the player matches all 3 selected winning numbers in any order drawn.
 - "3-way straight box" means a play in which the player matches all 3 selected numbers in the exact order drawn or in any order drawn, and 2 of the 3 numbers are identical.
 - "6-way straight box" means a play in which the player matches all 3 selected winning numbers in the exact order drawn or any order drawn.

- f. "Front pair" means a play in which the player matches the 1st 2 selected winning numbers in the exact order drawn.
 - g. "Back pair" means a play in which the player matches the last 2 selected winning numbers in the exact order drawn.
 - h. "Lead digit" means a play in which the player matches the 1st selected winning number.
 - 2. More than 1 game play style may appear on a ticket.
- E. Determination of a Winning PICK 3™ Game Play**

- 1. A player shall win the prize amount indicated in the matrix/prize structure described in the Game Profile by matching the winning play symbols selected at the drawing to the play symbols that appear in 1 or more of the following game play styles on each game play. Prizes shall be determined and awarded on the following basis:

Game Play style & Prize Category	Odds of Winning	Prize Amount
Straight	1:1000	\$500
3-Way Box	1:333.33	\$160
3-Way Straight	1:1000	\$330
Box (Combo)*	1:333.33	\$80
6-Way Box	1:166.66	\$80
6-Way Straight	1:1000	\$290
Box (Combo)**	1:166.66	\$40
Front Pair	1:100	\$50
Back Pair	1:100	\$50
Lead Digit	1:10	\$5

* "3-way straight box" pays \$330 if numbers match in exact order drawn and pays \$80 if numbers match in any other order drawn.

** "6-way straight box" pays \$290 if numbers match in exact order drawn and \$40 if numbers match in any other order drawn.

- 2. Players can win on each game play on a ticket.
 - 3. No more than the highest prize amount established shall be paid on a winning game play.
- F. Ticket Ownership and Responsibility; Prize Payment**
- 1. Until a ticket is signed, the ticket is owned by its physical possessor.
 - 2. When signed, the claimant whose signature appears on the ticket is entitled to the corresponding prize, subject to subsection (F)(5) below.
 - 3. If more than 1 signature appears on the ticket, the Director shall require that 1 or more of those claimants be designated to receive payment. A claim form shall be submitted by each claimant who is designated by the Director to receive a portion of the prize claimed from the winning ticket.
 - 4. Prior to payment of a prize, a claimant who has signed the ticket may designate another claimant to receive the prize by signing a relinquishment of claim statement.
 - 5. If a winning ticket was purchased by a group of players, the group shall designate 1 of the claimants to sign the ticket. Each claimant shall complete a claim form to receive the claimant's portion of the prize. In the case of a dispute concerning ownership of a ticket, the claimant whose signature appears on the ticket is entitled to the corresponding prize.
 - 6. The Lottery shall only make payment to the claimant, less any authorized debt set-off amounts, who is also the holder of the ticket.
 - 7. Prizes shall be paid by cash or check, according to the provisions in subsection (H) of this rule.

- 8. All prize levels are fixed amounts, and are specified in the Game Profile. Each play winning any prize entitles the winner to the prize amount specified in the Game Profile.
- 9. The Lottery is not responsible for lost or stolen tickets.

G. Ticket Validation Requirements

- 1. Each ticket shall be valid and validated prior to the payment of a prize.
- 2. For a ticket to be eligible for a prize, all of the following requirements shall be satisfied:
 - a. The ticket is:
 - i. Issued by the Lottery through a retailer, from a terminal, in an authorized manner;
 - ii. Intact, and is not mutilated or tampered with in any manner;
 - iii. Not defectively printed, reprinted stating "Not for Sale" on the ticket, or produced in error;
 - iv. Not counterfeit, stolen, or voided;
 - v. Able to pass all other confidential validation requirements determined by the Director;
 - vi. Validated in accordance with the provisions of subsections (F) and (H).
 - b. The ticket data is:
 - i. Recorded in the on-line contractor's central computer system prior to the drawing;
 - ii. In agreement with the contractor's central computer system record;
 - iii. In the Lottery's official file of winning tickets and has not been previously paid.
 - c. Any winning game play on the ticket is separately lettered or numbered and consists of a selected set of numbers from the defined game matrix.
- 3. If a ticket fails to pass any of the requirements in subsection (2), the ticket is void and ineligible for any prize payment.

H. Procedure for Claiming Prizes

- 1. To claim a prize of up to and including \$500, the claimant shall present the signed ticket to any participating on-line retailer. The retailer shall pay the claimant provided that:
 - a. All of the ticket validation criteria in subsection (G) have been satisfied; and
 - b. A proper validation ticket, which is an authorization to pay, has been issued by the terminal.
- 2. To claim a prize that the retailer does not validate, the claimant shall submit a claim form (available from the Lottery or any retailer) and the ticket to the Lottery.
- 3. If the claim is:
 - a. Verified and validated by the Lottery, the Lottery shall make payment of the amount due to the claimant, less any authorized debt set-off amounts.
 - b. Denied by the Lottery, the Lottery shall notify the claimant within 15 days from the day the claim is received in the Lottery office.
- 4. The Lottery is discharged of all liability upon payment of the prize.

I. Claim Period

- 1. In order for the claimant to receive payment, a winning on-line game ticket shall be received by the Lottery or a retailer no later than 5 p.m., Mountain Standard Time on the 180th calendar day following the on-line game drawing in which the prize was won.
- 2. If a claimant presents a valid winning ticket to a retailer for payment on the 180th calendar day following the announced end of game or on-line game drawing and is not paid the prize, the Director is authorized to pay the prize if the claimant presents the valid winning ticket to

the Lottery no later than 5 p.m. (Phoenix time) on the following business day.

3. The end of an on-line game shall be designated by the Director and on file at the Lottery.

J. Disputes Concerning a Ticket

1. If a dispute between the Lottery and a claimant occurs concerning a ticket, the Director is authorized to replace the disputed ticket with a ticket of equivalent sales price from any subsequent drawing from any current on-line game.
2. If a defective ticket is purchased, the Lottery shall replace the defective ticket with a ticket or tickets of equivalent sales price from any current game.
3. Replacement of the disputed ticket is the sole and exclusive remedy for a claimant.

Historical Note

Adopted effective April 30, 1998 (Supp. 98-2).

ARTICLE 5. PROCUREMENTS

R19-3-501. Definitions

In this Article, unless the context otherwise requires:

1. "Best interests of the Lottery" means advantageous to the Lottery.
2. "Business" means a corporation, partnership, individual, sole proprietorship, joint stock company, joint venture, or other private legal entity.
3. "Change order" means a document signed by the Director which directs the contractor to make a change that the contract authorizes the Director to order.
4. "Contract" means an agreement, regardless of what it is called, for the procurement of lottery equipment, tickets, and related materials.
5. "Contract modification" means a written alteration in the terms or conditions of a contract accomplished by mutual action of the parties to the contract.
6. "Contractor" means a person who has a contract with the Lottery.
7. "Cost analysis" means the evaluation of cost data.
8. "Cost data" means information concerning the actual or estimated cost of labor, material, overhead, and other cost elements that have been incurred or are expected to be incurred by the contractor in performing the contract.
9. "Cost-plus-a-percentage-of-cost-contract" means a contract under which the parties agree, before completion of the contract work, that the fee is a predetermined percentage of the total cost of the work.
10. "Cost-reimbursement contract" means a contract under which a contractor is reimbursed for costs that are reasonable, allowable, and allocable in accordance with the contract terms and the provisions of this Article, and a fee, if provided for in the contract.
11. "Days" means calendar days and is computed under A.R.S. § 1-243.
12. "Director" means the Executive Director of the State Lottery.
13. "Discussions" means oral or written negotiation between the Lottery and an offeror during which information is exchanged about specifications, scope of work, terms and conditions, and price included in an initial proposal. Communication with an offeror for the sole purpose of clarification does not constitute "discussions."
14. "Filed" means delivered to the office of the Director. A time/date stamp affixed to a document by the office of the Director when the document is delivered determines the time of filing.
15. "Incremental award" means a grant of portions of a definite quantity requirement to more than 1 contractor. Each portion is for a definite quantity and the sum of the portions is the total definite quantity required.
16. "Interested party" means an actual or prospective bidder or offeror whose economic interest may be affected substantially and directly by the issuance of a solicitation, the award of a contract, or by the failure to award a contract.
17. "Invitation for bids" means all documents, whether attached or incorporated by reference, that are used to solicit bids in accordance with R19-3-509.
18. "Materials" means all Lottery property including equipment, supplies, printing, insurance, and leases of property but does not include land or a permanent interest in land or real property.
19. "Minor informality" means mistakes, excluding a judgmental error, that has negligible effect on price, quantity, quality, delivery, or other contractual terms and the waiver or correction of which does not prejudice other bidders or offerors.
20. "Multiple award" means a grant of an indefinite quantity contract for 1 or more similar materials or services to more than 1 bidder or offeror.
21. "Multi-step sealed bidding" means a 2-phase bidding process consisting of a technical phase and a price phase.
22. "Person" means any corporation, business, individual, union, committee, club, other organization, or group of individuals.
23. "Procurement" means buying, purchasing, renting, leasing, or otherwise acquiring any lottery materials or services. Procurement consists of all functions that pertain to obtaining any lottery material or services, including description or requirements, selection and solicitation of sources, preparation and award of contract, and contract administration.
24. "Proprietary specification" means a statement that describes a material made and marketed by a person having the exclusive right to manufacture and sell the material and excludes other material with similar quality, performance, or functional characteristics.
25. "Purchase description" means the words used in a solicitation to describe lottery materials to be procured and includes specifications attached to, or made a part of, the solicitation.
26. "Purchase request" or "purchase requisition" means a document or electronic transmission in which the Director requests that a contract be entered into for a specific need and may include a description of a requested item, delivery schedule, transportation data, criteria for evaluation, suggested sources of supply, and information needed to make a written determination required by this Article.
27. "Request for proposals" means all documents, whether attached or incorporated by reference, that are used to solicit proposals in accordance with R19-3-510.
28. "Responsible bidder or offeror" means a person who has the capability to perform contract requirements and the integrity and reliability necessary to ensure a good faith performance.
29. "Responsive bidder or offeror" means a person who submits a bid that conforms in all material respects to the invitation for bids or request for proposals.
30. "Services" means the labor, time, or effort furnished by a contractor with no exception that a specific end product other than required reports and performance will be delivered. Services does not include employment agreements or collective bargaining agreements.

31. "Small business" means a concern, including its affiliates, that is independently owned and operated, is not dominant in its field, and employs fewer than 100 full-time employees or that had gross annual receipts of less than \$4 million dollars in its last fiscal year."
32. "Solicitation" means an invitation for bids, a request for proposals, a request for quotations, or any other document by which the Director invites bids or proposals.
33. "Specification" means a description of the physical or functional characteristics, or of the nature of a lottery material or service. Specification includes a description of any requirement for inspecting, testing, or preparing a lottery material for delivery.
34. "Subcontractor" means a person who contracts to perform work or render service to a contractor or to another subcontractor as a part of a contract with the Lottery.
35. "Technical offer" means unpriced written information from a prospective contractor stating the manner in which the prospective contractor intends to perform certain work, its qualifications, and its terms and conditions.
36. "Trade secret" means a confidential, commercially valuable plan, formula, process, or device that is used to make, prepare, compound, or process trade commodities and that is a product of either innovation or substantial effort.

Historical Note

Adopted as an emergency effective June 5, 1985, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 85-3). Adopted as a permanent rule effective August 29, 1985 (Supp. 85-4). Former Section R4-37-501 repealed, new Section R4-37-501 renumbered from R4-37-502 and amended effective May 7, 1990 (Supp. 90-2). R19-3-501 recodified from R4-37-501 (Supp. 95-1). Amended effective December 16, 1997 (Supp. 97-4).

R19-3-502. Time and Place of Market Price

If the price of a good at a time or place described in this Article is not readily available, the price prevailing within any reasonable time before or after the time described or at any other place that in commercial judgment or under usage of trade would serve as a reasonable substitute for the 1 described may be used, making any proper allowance for the cost of transporting the good to or from the other place.

Historical Note

Adopted as an emergency effective June 5, 1985, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 85-3). Adopted as a permanent rule effective August 29, 1985 (Supp. 85-4). Former Section R4-37-502 renumbered to R4-37-501, new Section R4-37-502 renumbered from R19-3-503 and amended effective May 7, 1990 (Supp. 90-2). R19-3-502 recodified from R4-37-502 (Supp. 95-1). Amended effective December 16, 1997 (Supp. 97-4).

R19-3-503. Confidential Information

- A. If a person believes a bid, proposal, offer, specification, or protest contains information that should be withheld from the public, the person shall advise the Director of this fact in a written statement that includes why the information should be withheld.
- B. The Director shall review the statement and information and issue a written decision whether the information will be withheld.
- C. The Director shall provide a copy of the written decision to the person that requested the information be withheld.

Historical Note

Adopted as an emergency effective June 5, 1985, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 85-3). Adopted as a permanent rule effective August 29, 1985 (Supp. 85-4). Former Section R4-37-503 renumbered to R4-37-502, new Section R4-37-503 renumbered from R19-3-504 and amended effective May 7, 1990 (Supp. 90-2). R19-3-503 recodified from R4-37-503 (Supp. 95-1). Amended effective December 16, 1997 (Supp. 97-4).

R19-3-504. General Provisions

- A. A person that participates in any aspect of a specific procurement as an advisor to the Lottery shall not receive any direct or indirect benefit from a contract for the procurement.
- B. The Director shall not pay for any material or service unless fully approved.
- C. The Director shall use the source selection procedures established by the State Procurement Office when selecting a source selection for a procurement.

Historical Note

Adopted as an emergency effective June 5, 1985, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 85-3). Adopted as a permanent rule effective August 29, 1985 (Supp. 85-4). Former Section R4-37-504 renumbered to R4-37-503, new Section R4-37-504 renumbered from R4-37-505 and amended effective May 7, 1990 (Supp. 90-2). R19-3-504 recodified from R4-37-504 (Supp. 95-1). Amended effective December 16, 1997 (Supp. 97-4).

R19-3-505. Assignment of Rights and Duties

A Lottery contractor shall not transfer or otherwise assign its rights and duties without the written consent of the Director.

Historical Note

Adopted as an emergency effective June 5, 1985, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 85-3). Adopted as a permanent rule effective August 29, 1985 (Supp. 85-4). Former Section R19-3-505 renumbered to R4-37-504, new Section R19-3-505 renumbered from R4-37-507 and amended effective May 7, 1990 (Supp. 90-2). R19-3-505 recodified from R4-37-505 (Supp. 95-1). Amended effective December 16, 1997 (Supp. 97-4).

R19-3-506. Change of Name

If a contractor wishes to change the name in which it holds a Lottery contract, the contractor shall advise the Director in a written statement. The Director shall enter into a written agreement with the contractor in the changed name, providing that no terms and conditions of the contract are changed.

Historical Note

Adopted as an emergency effective June 5, 1985, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 85-3). Adopted as a permanent rule effective August 29, 1985 (Supp. 85-4). Former Section R4-37-506 repealed, new Section R4-37-506 renumbered from R4-37-508 and amended effective May 7, 1990 (Supp. 90-2). R19-3-506 recodified from R4-37-506 (Supp. 95-1). Amended effective December 16, 1997 (Supp. 97-4).

R19-3-507. Installment Purchases

An installment purchase may be used if advantageous to the Lottery. If an installment purchase is to be used, the Lottery shall include a provision for installment purchase payments in the solicitation.

Historical Note

Adopted as an emergency effective June 5, 1985, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 85-3). Adopted as a permanent rule effective August 29, 1985 (Supp. 85-4). Former Section R4-37-507 renumbered to R4-37-505, new Section R4-37-507 renumbered from R4-37-509 and amended effective May 7, 1990 (Supp. 90-2). R19-3-507 recodified from R4-37-507 (Supp. 95-1). Amended effective December 16, 1997 (Supp. 97-4).

R19-3-508. Multiple-source Contracting

- A. The Lottery shall make an incremental award if the Director determines in writing that the award is necessary to obtain the required quantity or delivery.
- B. The Lottery shall make a multiple award if the Director determines in writing that a single award is not advantageous to the Lottery. A multiple award shall be limited to the least number of contractors necessary to meet the requirements of the Lottery.

Historical Note

Adopted as an emergency effective June 5, 1985, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 85-3). Adopted as a permanent rule effective August 29, 1985 (Supp. 85-4). Former Section R4-37-508 renumbered to R4-37-506, new Section R4-37-508 renumbered from R4-37-510 and amended effective May 7, 1990 (Supp. 90-2). R19-3-508 recodified from R4-37-508 (Supp. 95-1). Amended effective December 16, 1997 (Supp. 97-4).

R19-3-509. Competitive Sealed Bidding

- A. The Lottery shall include a purchase description and all contractual terms and conditions applicable to a procurement in any invitation for bids issued.
- B. In accordance with this Article, the Lottery shall give public notice of an invitation for bids before the date set in the invitation for the opening of bids. The notice shall be published 1 or more times in a newspaper of general circulation before bid opening. If the invitation for bids is for the procurement of services, the notice shall be published twice in a newspaper within this state. The 2nd publication of the notice shall be not less than 6 nor more than 10 days after the 1st publication and not less than 2 weeks before bid opening.
- C. The Lottery shall open bids publicly at the time and place designated in the invitation for bids. The name of each bidder, the amount of each bid, and other relevant information specified in this Article shall be recorded and placed in the contract file. This record shall be open to public inspection at the bid opening. The bids shall not be open for public inspection until after a contract is awarded. To the extent the bidder designates and the Director concurs, trade secrets or other proprietary data contained in the bid documents shall remain confidential in accordance with this Article.
- D. The Lottery shall unconditionally accept bids without alteration or correction, except as authorized in this Article. Bids shall be evaluated based only on the criteria and requirements in the invitation for bids.
- E. The Director may permit a bidder to correct or withdraw an erroneous bid before or after bid opening, if the Director determines that the bidder made a bid mistake. After bid opening, corrections in bid prices or other provisions of bids prejudicial to the interest of the Lottery or fair competition shall not be permitted. Except as otherwise provided in this Article, the Director shall support a decision to permit the correction or withdrawal of a bid, or to cancel an award or contract based on a bid mistake by a written determination.

- F. The Lottery shall award a contract to the lowest responsible and responsive bidder whose bid conforms in all material respects to the requirements and criteria in the invitation for bids. The amount of an applicable transaction privilege or use tax of a political subdivision of this state shall not be a factor in determining the lowest responsible and responsive bidder if a competing bidder located outside of this state is not subject to a transaction privilege or use tax of a political subdivision of this state.
- G. A multi-step sealed bidding method may be used if the Director determines in writing that it is not practical to prepare a definitive purchase description initially that is suitable to permit an award based on competitive sealed bidding. The multi-step sealed bidding method involves issuing an invitation for bids requesting the submission of technical offers followed by a 2nd invitation for bids requesting the submission of price offer. The 2nd invitation for bids shall be limited to those bidders whose technical offers are determined to be acceptable under the criteria in the 1st invitation for bids.
- H. If the price of a recycled paper product that conforms to specifications is within 5% of a low bid product that is not recycled and the recycled product bidder is otherwise the lowest responsible and responsive bidder, the Lottery shall make the award to the bidder offering the recycled product.

Historical Note

Adopted as an emergency effective June 5, 1985, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 85-3). Adopted as a permanent rule effective August 29, 1985 (Supp. 85-4). Former Section R4-37-509 renumbered to R4-37-507, new Section R4-37-509 renumbered from R4-37-512 and amended effective May 7, 1990 (Supp. 90-2). R19-3-509 recodified from R4-37-509 (Supp. 95-1). Amended effective December 16, 1997 (Supp. 97-4).

R19-3-510. Competitive Sealed Proposals

- A. If the Director determines in writing that the use of competitive sealed bidding is not practicable or not advantageous to the Lottery, the Lottery may enter into a contract by competitive sealed proposals.
- B. The Lottery shall solicit competitive sealed proposals through a request for proposals.
- C. The Lottery shall give public notice of the request for proposals in the same manner as provided in R19-3-509(b).
- D. The Lottery shall open proposals publicly at the time and place designated in the request for proposals. The name of each offeror and other relevant information specified in this Article shall be publicly read and recorded in the contract file. All other information contained in the proposals shall be confidential to avoid disclosure of contents prejudicial to competing offerors during the process of evaluation and contract negotiation. The proposals shall be open for public inspection after contract award. To the extent a bidder designates and the Director concurs, a trade secret or other proprietary data contained in bid documents shall remain confidential in accordance with this Article.
- E. The Lottery shall include in a request for proposals information regarding the relative importance of price and other evaluation factors. Specific numerical weighing is not required.
- F. The Lottery may specify in a request for proposals that discussions may be conducted with responsible offerors who submit proposals determined to be reasonably susceptible to being selected for award to ensure full understanding of, and responsiveness to, the solicitation requirements. Offerors shall be accorded fair treatment with respect to any opportunity for discussion and revision of proposals. Revisions of proposals may

be permitted after submission and before award for the purpose of obtaining best and final offers. The Lottery shall not disclose any information derived from proposals submitted by competing offerors in conducting discussions.

- G.** The Lottery shall award a contract to the responsible offeror whose proposal is determined in writing to be the most advantageous to the Lottery taking into consideration the evaluation factors in the request for proposals. The Lottery shall not use other factors or criteria in the evaluation. The amount of an applicable transaction privilege or use tax of a political subdivision of this state shall not be a factor in determining the most advantageous proposal if a competing offeror located outside this state is not subject to a transaction privilege or use tax of a political subdivision of this state. The written determination that a proposal is the most advantageous to the Lottery shall be retained in the contract file.

Historical Note

Adopted as an emergency effective June 5, 1985, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 85-3). Adopted as a permanent rule effective August 29, 1985 (Supp. 85-4). Former Section R4-37-510 renumbered to R4-37-508, new Section R4-37-510 renumbered from R4-37-513 and amended effective May 7, 1990 (Supp. 90-2). R19-3-510 recodified from R4-37-510 (Supp. 95-1). Amended effective December 16, 1997 (Supp. 97-4).

R19-3-511. Small Business Set-aside

- A.** Except as provided under subsection (D), the Lottery shall restrict purchases estimated to cost less than \$10,000 to small businesses in accordance with procedures set forth in subsections (B) and (C). Purchases shall be conducted in accordance with R19-3-512.
- B.** If a request for quotations is issued for a purchase estimated to cost less than \$10,000, the Lottery shall include in it a notice that only small businesses as defined in R19-2-501(31) may respond. If a request for quotations requires written quotes, a bidder shall self-certify in its quote that it is a small business. If verbal quotes are accepted in response to a written request for quotations or if a bidder fails to certify in a written quote that it is a small business, the Lottery shall confirm before awarding a contract that the intended awardee is a small business. The Lottery shall presume that a bidder is a small business if it is registered on the State Procurement Office's prospective vendors list as a small business. The Lottery shall make a written notation in the contract file of this confirmation.
- C.** If a request for quotations is not issued, the Lottery shall verbally request confirmation that a bidder is a small business. The Lottery shall confirm before awarding a contract for a purchase that the intended awardee is a small business and shall make a written notation in the contract file of that confirmation.
- D.** The Lottery shall not determine a bidder's status as a small business under any of the following circumstances:
1. Sole source procurements as defined in A.R.S. § 41-2536;
 2. Emergency procurements as defined in A.R.S. § 41-2537;
 3. Purchases not expected to exceed \$1,000;
 4. Purchases that have been unsuccessfully completed under subsections (B) and (C), including failure to obtain fair and reasonable prices.

Historical Note

Adopted as an emergency effective June 5, 1985, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 85-3). Adopted as a permanent rule effective August 29, 1985 (Supp. 85-4). Former Section R4-37-511 repealed,

new Section R4-37-511 renumbered from R4-37-514 and amended effective May 7, 1990 (Supp. 90-2). R19-3-511 recodified from R4-37-511 (Supp. 95-1). Former Section R19-3-511 renumbered to R19-3-513 and amended; new Section R19-3-511 adopted effective December 16, 1997 (Supp. 97-4).

R19-3-512. Procurements Not Exceeding an Aggregate Amount of \$25,000

- A.** The Lottery shall make purchases estimated to cost from \$10,000 to \$25,000 in accordance with the following procedures:
1. Conduct purchases in accordance with procedures prescribed in R19-3-509 and R19-3-510.
 2. The Lottery may use the State Procurement Office's electronic notification/distribution system, AZFACTS, in accordance with the following procedures:
 - a. Issue a request for quotations. The request for quotations shall be transmitted to the state procurement office's electronic/distribution system, AZFACTS.
 - b. Retain requests for quotations on the electronic notification/distribution system for at least 11 days.
 - c. Accept quotes from bidders on a form approved by the state procurement administrator and record and place the quotes in the procurement file.
 - d. Make the award to the responsible bidder submitting the quotation that is most advantageous to the Lottery and conforms to the solicitation.
 - e. If only 1 responsive quotation is received, include a statement in the contract file regarding the basis on which it was determined that the price is fair and reasonable. This determination may be based on a comparison of the proposed price with prices found reasonable on previous purchases or current price lists.
- B.** The Lottery may place purchases estimated to cost less than \$10,000 on the electronic notification/distribution system, AZFACTS, if the procedures in subsection (A)(2) are followed.
- C.** The Lottery may make purchases estimated to cost from \$5,001 to \$9,999 in accordance with the following procedures:
1. If applicable under R19-3-511, accept bids from small businesses only.
 2. Solicit written quotations from at least 3 bidders.
 3. Solicit a quotation from any vendor who specifically requests to submit a quotation. The Lottery shall rotate the vendors solicited to the extent necessary to give all vendors a fair and equal opportunity to compete.
 4. Issue the request for quotations for a reasonable time as determined under the circumstances of each case.
 5. Accept quotes submitted in accordance with subsection (A)(2)(c).
 6. Make the award in accordance with subsection (A)(2)(d) and, if applicable, subsection (A)(2)(e).
- D.** The Lottery may make purchases estimated to cost from \$1,001 to \$5,000 in accordance with the following procedures:
1. If applicable under R19-3-511, accept bids from small businesses only.
 2. Solicit verbal or written quotations from at least 3 bidders.
 3. Solicit a quotation from any vendor who specifically requests to submit a quotation. The Lottery shall rotate the vendors solicited to the extent necessary to give all vendors a fair and equal opportunity to compete.
 4. Record quotations and place in the procurement file a record sufficient to facilitate auditing of the purchasing process.

- E. For purchases of \$1,000 or less, the Lottery shall use procedures that provide adequate and reasonable competition and make records that facilitate auditing the purchasing process.
- F. To determine whether a multi-term contract is subject to this Section, the Lottery shall consider the total amount of the contract over the full term, including the amounts of any options to extend.

Historical Note

Adopted as an emergency effective June 5, 1985, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 85-3). Adopted as a permanent rule effective August 29, 1985 (Supp. 85-4). Former Section R4-37-512 renumbered to R4-37-509, new Section R4-37-512 renumbered from R4-37-515 and amended effective May 7, 1990 (Supp. 90-2). R19-3-512 recodified from R4-37-512 (Supp. 95-1). Former Section R19-3-512 renumbered to R19-3-514 and amended; new Section R19-3-512 adopted effective December 16, 1997 (Supp. 97-4).

R19-3-513. Procurements Not Exceeding an Aggregate Amount of \$10,000

If a procurement that does not exceed an aggregate dollar amount of \$10,000 is made with as much competition as is practicable under the circumstances, the Lottery shall exempt the procurement from the provisions of R19-3-509 and R19-3-510. The Lottery shall not artificially divide or fragment procurement requirements to constitute a purchase under this rule or to circumvent the source selection procedures required by R19-3-509 and R19-3-510.

Historical Note

Adopted as an emergency effective June 5, 1985, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 85-3). Adopted as a permanent rule effective August 29, 1985 (Supp. 85-4). Former Section R4-37-513 renumbered to R4-37-510, new Section R4-37-513 renumbered from R19-3-516 and amended effective May 7, 1990 (Supp. 90-2). R19-3-513 recodified from R4-37-513 (Supp. 95-1). Former Section R19-3-513 renumbered to R19-3-515 and amended; new Section R19-3-513 renumbered from R19-3-511 and amended effective December 16, 1997 (Supp. 97-4).

R19-3-514. Sole Source Procurement

If the Director determines in writing that there is only 1 source for a required material or service item, the Lottery may award without competition a contract of any dollar amount for a procurement relating to the design and operation of the Lottery or the purchase of Lottery equipment, tickets, and related material. The Lottery shall avoid sole source procurement except when no reasonable alternative source exists. The Director shall prepare a written statement of the basis for the sole source determination and place the statement in the contract file.

Historical Note

Adopted as an emergency effective June 5, 1985, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 85-3). Adopted as a permanent rule effective August 29, 1985 (Supp. 85-4). Former Section R4-37-514 renumbered to R4-37-511, new Section R4-37-514 renumbered from R4-37-517 and amended effective May 7, 1990 (Supp. 90-2). R19-3-514 recodified from R4-37-514 (Supp. 95-1). Former Section R19-3-514 renumbered to R19-3-516 and amended; new Section R19-3-514 renumbered from R19-3-512 and amended effective December 16, 1997 (Supp. 97-4).

R19-3-515. Emergency Procurements

Notwithstanding any other provisions of this Article, the Director shall authorize an emergency procurement if there exists a threat to public health, welfare, or safety or if a situation exists that makes compliance with R19-3-509 or R19-3-510 impracticable, unnecessary, or contrary to the public interest. The Lottery shall make an emergency procurement with as much competition as is practicable under the circumstances. The Director shall prepare a written statement of the basis for the emergency determination and for the selection of the particular contractor and place the statement in the contract file.

Historical Note

Adopted as an emergency effective June 5, 1985, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 85-3). Adopted as a permanent rule effective August 29, 1985 (Supp. 85-4). Former Section R4-37-515 renumbered to R4-37-512, new Section R4-37-515 renumbered from R4-37-518 and amended effective May 7, 1990 (Supp. 90-2). R19-3-515 recodified from R4-37-515 (Supp. 95-1). Amended effective December 16, 1997 (Supp. 97-4). Former Section R19-3-515 renumbered to R19-3-517 and amended; new Section R19-3-515 renumbered from R19-3-513 and amended effective December 16, 1997 (Supp. 97-4).

R19-3-516. Cancellation of Invitation for Bids or Requests for Proposals

The Lottery shall cancel or reject an invitation for bids, a request for proposals, or other solicitation if it is in the best interests of the Lottery. A written statement of the reason for the cancellation or rejection shall be placed in the contract file.

Historical Note

Adopted as an emergency effective June 5, 1985, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 85-3). Adopted as a permanent rule effective August 29, 1985 (Supp. 85-4). Former Section R4-37-516 renumbered to R4-37-513, new Section R4-37-516 renumbered from R4-37-519 and amended effective May 7, 1990 (Supp. 90-2). R19-3-516 recodified from R4-37-516 (Supp. 95-1). Former Section R19-3-516 renumbered to R19-3-518 and amended; new Section R19-3-516 renumbered from R19-3-514 and amended effective December 16, 1997 (Supp. 97-4).

R19-3-517. Responsibility of Bidders and Offerors

- A. The Director shall determine that a bidder or offeror is responsible before awarding a contract to that bidder or offeror. If the Director determines that a prospective contractor is nonresponsible, the Director shall prepare a written statement of the basis for the determination and place the statement in the procurement file. A copy of the statement shall be promptly sent to the nonresponsible bidder or offeror. The unreasonable failure of a bidder or offeror to supply promptly information requested regarding responsibility shall be grounds for a determination of nonresponsibility. A bidder or offeror shall not construe a determination of nonresponsibility as a violation of the bidder's or offeror's rights.
- B. The Director shall consider the following factors in determining whether a bidder or offeror is responsible:
 1. The bidder's or offeror's financial, physical, personnel, and other resources, including subcontracts;
 2. The bidder's or offeror's record of performance and integrity;
 3. The bidder's or offeror's legal qualifications to contract with the Lottery;

4. The bidder's or offeror's responsiveness to requests for information concerning its responsibility; and
 5. The bidder's or offeror's compliance with specific responsibility criteria in the solicitation.
- C. The Director shall not disclose information furnished by a bidder or offeror under this Section without prior written consent by the bidder or offeror except to law enforcement agencies.

Historical Note

Adopted as an emergency effective June 5, 1985, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 85-3). Adopted as a permanent rule effective August 29, 1985 (Supp. 85-4). Former Section R4-37-517 renumbered to R4-37-514, new Section R4-37-517 renumbered from R4-37-520 and amended effective May 7, 1990 (Supp. 90-2). R19-3-517 recodified from R4-37-517 (Supp. 95-1). Former Section R19-3-517 renumbered to R19-3-519 and amended; new Section R19-3-517 renumbered from R19-3-515 and amended effective December 16, 1997 (Supp. 97-4).

R19-3-518. Prequalification of Contractors

- A. A prospective contractor may be prequalified for particular types of materials, or services. A prequalified contractor shall provide the Director with information annually on any material change affecting the basis of prequalification. The Lottery shall include prequalified contractors on solicitation mailing lists of potential contractors.
- B. A prospective contractor need not be prequalified to be awarded a contract. Prequalification does not represent a determination of responsibility.

Historical Note

Adopted as an emergency effective June 5, 1985, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 85-3). Adopted as a permanent rule effective August 29, 1985 (Supp. 85-4). Former Section R4-37-518 renumbered to R4-37-515, new Section R4-37-518 renumbered from R4-37-521 and amended effective May 7, 1990 (Supp. 90-2). R19-3-518 recodified from R4-37-518 (Supp. 95-1). Former Section R19-3-518 renumbered to R19-3-520 and amended; new Section R19-3-518 renumbered from R19-3-516 and amended effective December 16, 1997 (Supp. 97-4).

R19-3-519. Bid and Contract Security

The Director may require, in accordance with this Article, that a prospective contractor submit security to guarantee faithful bid and contract performance. To determine the amount and type of security required for each contract, the Director shall consider the nature of the performance and the need for future protection to the Lottery. The Lottery shall include the security requirement in the invitation for bids or request for proposals.

Historical Note

Adopted as an emergency effective June 5, 1985, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 85-3). Adopted as a permanent rule effective August 29, 1985 (Supp. 85-4). Former Section R4-37-519 renumbered to R4-37-516, new Section R4-37-519 renumbered from R4-37-522 and amended effective May 7, 1990 (Supp. 90-2). R19-3-519 recodified from R4-37-519 (Supp. 95-1). Former Section R19-3-519 renumbered to R19-3-521 and amended; new Section R19-3-519 renumbered from R19-3-517 and amended effective December 16, 1997 (Supp. 97-4).

R19-3-520. Bid and Performance Bonds for Material or Service Contracts

- A. If the Director deems it advisable to protect the interests of the Lottery, the Director shall require bid and performance bonds or other security for material or service contracts. Bond or other security requirements shall be stated in the solicitation. The Lottery shall not use bid or performance bonds as a substitute for a determination of bidder or offeror responsibility.
- B. If a bid is withdrawn at any time before bid opening, the Lottery shall return any bid security to the bidder or offeror.

Historical Note

Adopted as an emergency effective June 5, 1985, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 85-3). Adopted as a permanent rule effective August 29, 1985 (Supp. 85-4). Former Section R4-37-520 renumbered to R4-37-517, new Section R4-37-520 renumbered from R4-37-523 and amended effective May 7, 1990 (Supp. 90-2). R19-3-520 recodified from R4-37-520 (Supp. 95-1). Former Section R19-3-520 renumbered to R19-3-522 and amended; new Section R19-3-520 renumbered from R19-3-518 and amended effective December 16, 1997 (Supp. 97-4).

R19-3-521. Cost or Pricing Data

- A. The Director shall require a bidder or offeror to submit current cost or pricing data regarding a potential contract award if an analysis of the proposed price is essential to determine that the price is reasonable and fair. A bidder or offeror shall, except as provided in subsection (C), submit current cost or pricing data and certify that, to the best of the bidder's or offeror's knowledge and belief, the cost or pricing data submitted are accurate, complete, and current as of a mutually determined specified date before:
1. The pricing of a contract awarded by competitive sealed proposals or under sole source procurement authority, if the total contract price is expected to exceed an amount established by this Article; or
 2. The pricing of a change order or contract modification that is expected to exceed an amount established by this Article.
- B. A contract, change order, or contract modification for which a certification of cost or pricing data is required shall contain a provision that the price to the Lottery be adjusted to exclude any significant amounts by which the Lottery finds that the price is increased because the contractor-furnished cost or pricing data were inaccurate, incomplete, or not current as of the date agreed on between the parties. The Lottery may include profit or fee in this adjustment.
- C. The requirements of this Section need not be applied to contracts if any of the following apply:
1. The contract price is based on adequate price competition;
 2. The contract price is based on established catalogue prices or market prices;
 3. The contract price is set by law or rule; or
 4. The Director determines in writing that it is in the best interests of the Lottery to waive the requirements of this Section and states in writing the reason for the waiver.
- D. The Lottery shall execute a change order exceeding 5% of the contract amount or \$10,000, whichever is greater, only if the Director determines in writing that the change order is in the best interests of the Lottery.

Historical Note

Adopted as an emergency effective June 5, 1985, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 85-3). Adopted as a permanent rule effective August 29,

1985 (Supp. 85-4). Former Section R4-37-521 renumbered to R4-37-518, new Section R4-37-521 renumbered from R4-37-524 and amended effective May 7, 1990 (Supp. 90-2). R19-3-521 recodified from R4-37-521 (Supp. 95-1). Former Section R19-3-521 renumbered to R19-3-523 and amended; new Section R19-3-521 renumbered from R19-3-519 and amended effective December 16, 1997 (Supp. 97-4).

R19-3-522. Types of Contracts

- A. Except as provided in subsections (B) and (C), the Lottery may use any type of contract that promotes the best interests of the Lottery.
- B. The Lottery shall not use a cost-plus-a-percentage-of-cost contract.
- C. The Lottery shall use a cost-reimbursement contract only if the Director makes a written determination that this type of contract is the least costly to the Lottery.

Historical Note

Adopted as an emergency effective June 5, 1985, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 85-3). Adopted as a permanent rule effective August 29, 1985 (Supp. 85-4). Former Section R4-37-522 renumbered to R4-37-519, new Section R4-37-522 renumbered from R4-37-525 and amended effective May 7, 1990 (Supp. 90-2). R19-3-522 recodified from R4-37-522 (Supp. 95-1). Former Section R19-3-522 renumbered to R19-3-524 and amended; new Section R19-3-522 renumbered from R19-3-520 and amended effective December 16, 1997 (Supp. 97-4).

R19-3-523. Approval of Accounting System

The Lottery shall not use any contract type except a firm fixed-price contract unless the Director makes a written determination that the proposed contractor's accounting system is adequate to allocate costs.

Historical Note

Adopted as an emergency effective June 5, 1985, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 85-3). Adopted as a permanent rule effective August 29, 1985 (Supp. 85-4). Former Section R4-37-523 renumbered to R4-37-520, new Section R4-37-523 renumbered from R4-37-526 and amended effective May 7, 1990 (Supp. 90-2). R19-3-523 recodified from R4-37-523 (Supp. 95-1). Former Section R19-3-523 renumbered to R19-3-525 and amended; new Section R19-3-523 renumbered from R19-3-521 and amended effective December 16, 1997 (Supp. 97-4).

R19-3-524. Multi-term Contracts

- A. Unless otherwise provided by law, the Lottery may enter a contract for materials or services for as many as 5 years, as deemed by the Director to be in the best interests of the Lottery, if the term of the contract and conditions of renewal or extension, if any, are included in the solicitation and monies are available for the 1st fiscal period of contracting. The Lottery may enter a contract for a period of time exceeding 5 years if the Director determines that:
 - 1. Estimated requirements for the material or service cover the period of the contract and are reasonable and continuing; and
 - 2. The contract will serve the best interests of the Lottery by encouraging effective competition or otherwise promoting economies in Lottery procurement.
- B. If monies are not available to support payment and performance obligations in a subsequent fiscal period, the Lottery shall cancel the contract and reimburse the contractor for only

the reasonable value of nonrecurring costs incurred that are not amortized in the price of the materials or services delivered under the contract or that are not otherwise recoverable.

Historical Note

Adopted as an emergency effective June 5, 1985, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 85-3). Adopted as a permanent rule effective August 29, 1985 (Supp. 85-4). Former Section R4-37-524 renumbered to R4-37-521, new Section R4-37-524 renumbered from R4-37-527 and amended effective May 7, 1990 (Supp. 90-2). R19-3-524 recodified from R4-37-524 (Supp. 95-1). Former Section R19-3-524 renumbered to R19-3-526 and amended; new Section R19-3-524 renumbered from R19-3-522 and amended effective December 16, 1997 (Supp. 97-4).

R19-3-525. Right to Inspect Plant

A contractor and any subcontractor shall make available for inspection by the Lottery, at reasonable times, any part of the contractor's or subcontractor's plant or place of business that is related to the performance of any contract awarded or to be awarded by the Director.

Historical Note

Adopted as an emergency effective June 5, 1985, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 85-3). Adopted as a permanent rule effective August 29, 1985 (Supp. 85-4). Former Section R4-37-525 renumbered to R4-37-522, new Section R4-37-525 renumbered from R4-37-522 and amended effective May 7, 1990 (Supp. 90-2). R19-3-525 recodified from R4-37-525 (Supp. 95-1). Former Section R19-3-525 renumbered to R19-3-527 and amended; new Section R19-3-525 renumbered from R19-3-523 and amended effective December 16, 1997 (Supp. 97-4).

R19-3-526. Right to Audit Records

A person who submits cost or pricing data as provided in R19-3-521 shall make available to the Lottery for audit, at reasonable times and places, books and records that relate to performance of a contract or subcontract. Books and records shall be maintained by the contractor for 5 years from the date of final payment under the prime contract and by the subcontractor for 3 years from the date of final payment under the subcontract, unless a shorter period is otherwise authorized in writing by the Director.

Historical Note

Adopted as an emergency effective June 5, 1985, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 85-3). Adopted as a permanent rule effective August 29, 1985 (Supp. 85-4). Former Section R4-37-526 renumbered to R4-37-523, new Section R4-37-526 renumbered from R4-37-529 and amended effective May 7, 1990 (Supp. 90-2). R19-3-526 recodified from R4-37-526 (Supp. 95-1). Former Section R19-3-526 renumbered to R19-3-528 and amended; new Section R19-3-526 renumbered from R19-3-524 and amended effective December 16, 1997 (Supp. 97-4).

R19-3-527. Reporting of Anticompetitive Practices

A person who suspects collusion or other anticompetitive practice by a bidder or offeror shall transmit notice of the relevant facts to the Director and the Attorney General. A law enforcement agency conducting an investigation into an anticompetitive practice is not required to notify to the Director.

Historical Note

Adopted as an emergency effective June 5, 1985, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 85-

3). Adopted as a permanent rule effective August 29, 1985 (Supp. 85-4). Former Section R4-37-527 renumbered to R4-37-524, new Section R4-37-527 renumbered from R4-37-530 effective May 7, 1990 (Supp. 90-2).

R19-3-527 recodified from R4-37-527 (Supp. 95-1). Former Section R19-3-527 renumbered to R19-3-529 and amended; new Section R19-3-527 renumbered from R19-3-525 and amended effective December 16, 1997 (Supp. 97-4).

R19-3-528. Anticompetitive Practices among Bidders or Offerors

A bidder or offeror shall certify that the bid or offer submitted does not involve collusion or other anticompetitive practice.

Historical Note

Adopted as an emergency effective June 5, 1985, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 85-3). Adopted as a permanent rule effective August 29, 1985 (Supp. 85-4). Former Section R4-37-528 renumbered to R4-37-525, new Section R4-37-528 renumbered from R4-37-531 and amended effective May 7, 1990 (Supp. 90-2). R19-3-528 recodified from R4-37-528 (Supp. 95-1). Former Section R19-3-528 renumbered to R19-3-530 and amended; new Section R19-3-528 renumbered from R19-3-526 and amended effective December 16, 1997 (Supp. 97-4).

R19-3-529. Retention of Procurement Records

The Lottery shall retain and dispose of all procurement records in accordance with records retention guidelines and schedules approved by the Department of Library, Archives, and Public Records.

Historical Note

Adopted as an emergency effective June 5, 1985, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 85-3). Adopted as a permanent rule effective August 29, 1985 (Supp. 85-4). Former Section R4-37-529 renumbered to R4-37-526, new Section R4-37-529 renumbered from R4-37-532 and amended effective May 7, 1990 (Supp. 90-2). R19-3-529 recodified from R4-37-529 (Supp. 95-1). Former Section R19-3-529 renumbered to R19-3-531 and amended; new Section R19-3-529 renumbered from R19-3-527 and amended effective December 16, 1997 (Supp. 97-4).

R19-3-530. Record of Procurement Actions

The Director shall maintain a record of all contracts in excess of \$10,000 made under R19-3-514 or R19-3-515 for a minimum of 5 years. The record shall contain:

1. Each contractor's name;
2. The amount and type of each contract; and
3. A listing of the materials or services procured under each contract.

Historical Note

Adopted as an emergency effective June 5, 1985, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 85-3). Adopted as a permanent rule effective August 29, 1985 (Supp. 85-4). Former Section R4-37-530 renumbered to R4-37-527, new Section R4-37-530 renumbered from R4-37-533 and amended effective May 7, 1990 (Supp. 90-2). R19-3-530 recodified from R4-37-530 (Supp. 95-1). Former Section R19-3-530 renumbered to R19-3-533 and amended; new Section R19-3-530 renumbered from R19-3-528 and amended effective December 16, 1997 (Supp. 97-4).

R19-3-531. Content of Specifications

- A. A specification may provide alternative descriptions of material or service items if 2 or more design, functional, or performance criteria will satisfactorily meet the Lottery's requirements.
- B. To the extent practicable, the Lottery shall not include any solicitation or contract term or condition in a specification.
- C. The Lottery shall emphasize functional or performance criteria in a specification. To facilitate the use of these criteria, the Lottery shall use reasonable efforts to include the principal functional or performance requirements as a part of its purchase requisitions.

Historical Note

Adopted as an emergency effective June 5, 1985, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 85-3). Adopted as a permanent rule effective August 29, 1985 (Supp. 85-4). Former Section R4-37-531 renumbered to R4-37-528, new Section R4-37-531 renumbered from R4-37-534 and amended effective May 7, 1990 (Supp. 90-2). R19-3-531 recodified from R4-37-531 (Supp. 95-1). Former Section R19-3-531 renumbered to R19-3-535 and amended; new Section R19-3-531 renumbered from R19-3-529 and amended effective December 16, 1997 (Supp. 97-4).

R19-3-532. Types of Specifications

- A. To the extent practicable, the Lottery shall prepare and use a specification for a common or general use item if:
 1. A material or service item is used repeatedly, the characteristics of the material or service item, as commercially produced or provided, remain relatively stable, and the frequency or volume of procurement is significant;
 2. The Lottery's recurring needs require uniquely designed or specially produced items; or
 3. The Lottery finds it to be in the best interests of the Lottery.
- B. The Lottery may use a brand name or equal specification if the Director determines in writing that use of a brand name or equal specification is in the best interests of the Lottery and that:
 1. No specification for a common or general use item or qualified products list is available;
 2. Time does not permit the preparation of a form of specification other than a brand name specification; or
 3. The nature of the product or the Lottery's requirements make use of a brand name or equal specification suitable for the procurement.
- C. In any brand name or equal specification, the Lottery shall designate as many different brands as are practicable as "or equal" references. The Lottery shall explain in each solicitation that uses a brand name or equal specification that use of a brand name is to describe the standard of quality, performance, and characteristics desired and is not intended to limit or restrict competition. The solicitation shall state that products substantially equivalent to the brands designated qualify for consideration.

Historical Note

Adopted as an emergency effective June 5, 1985, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 85-3). Adopted as a permanent rule effective August 29, 1985 (Supp. 85-4). Former Section R4-37-532 renumbered to R4-37-529, new Section R4-37-532 renumbered from R4-37-535 and amended effective May 7, 1990 (Supp. 90-2). R19-3-532 recodified from R4-37-532 (Supp. 95-1). Former Section R19-3-532 renumbered to R19-3-536 and amended; new Section adopted effective

December 16, 1997 (Supp. 97-4).

R19-3-533. Confidentiality

The Lottery shall make available for public inspection every specification, and written determination or other document generated or used to develop the specification, unless withholding this information is permitted by law and required by the Director.

Historical Note

Adopted as an emergency effective June 5, 1985, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 85-3). Adopted as a permanent rule effective August 29, 1985 (Supp. 85-4). Former Section R4-37-533 renumbered to R4-37-530, new Section R4-37-533 renumbered from R4-37-536 and amended effective May 7, 1990 (Supp. 90-2). R19-3-533 recodified from R4-37-533 (Supp. 95-1). Former Section R19-3-533 renumbered to R19-3-537 and amended; new Section R19-3-533 renumbered from R19-3-530 and amended effective December 16, 1997 (Supp. 97-4).

R19-3-534. Maximum Practicable Competition

All specifications shall:

1. Seek to promote overall economy for the purpose intended;
2. Encourage competition in satisfying the Lottery's needs; and
3. Not be unduly restrictive.

Historical Note

Adopted as an emergency effective June 5, 1985, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 85-3). Adopted as a permanent rule effective August 29, 1985 (Supp. 85-4). Former Section R4-37-534 renumbered to R4-37-531, new Section R4-37-534 renumbered from R4-37-538 and amended effective May 7, 1990 (Supp. 90-2). R19-3-534 recodified from R4-37-534 (Supp. 95-1). Former Section R19-3-534 renumbered to R19-3-538 and amended; new Section R19-3-534 adopted December 16, 1997 (Supp. 97-4).

R19-3-535. Requirements of Nonrestrictiveness

A. Nonexclusive specifications.

1. To the extent practicable and unless otherwise permitted by this Article, the Lottery shall describe its requirements in a specification in a manner that does not unnecessarily exclude a material or service.
2. The Lottery shall not use proprietary specifications unless the Director determines in writing that the specifications are required by demonstrable technological justification and that it is not practicable or advantageous to use a less restrictive specification. Past success in a material's performance, traditional purchasing practices, and inconvenience of drawing specifications does not justify the use of a proprietary specification.

B. The Lottery shall use accepted commercial specifications and procure standard commercial materials.

Historical Note

Adopted as an emergency effective June 5, 1985, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 85-3). Adopted as a permanent rule effective August 29, 1985 (Supp. 85-4). Former Section R4-37-535 renumbered to R4-37-532, new Section R4-37-535 renumbered from R4-37-539 and amended effective May 7, 1990 (Supp. 90-2). R19-3-535 recodified from R4-37-535 (Supp. 95-1). Former Section R19-3-535 renumbered to Section R19-3-339 and amended; new Section R19-3-535 renumbered from R19-3-531 and amended, effective

December 16, 1997 (Supp. 97-4).

R19-3-536. Preparation of Specifications by Persons Other than State Personnel

The Director may enter into a contract to have a specification or plan for a Lottery contract prepared by a person other than state personnel. The contract shall provide that the requirements of this Article apply to all specifications or plans prepared by persons other than state personnel.

Historical Note

Adopted as an emergency effective June 5, 1985, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 85-3). Adopted as a permanent rule effective August 29, 1985 (Supp. 85-4). Former Section R4-37-536 renumbered to R4-37-533, new Section R4-37-536 renumbered from R4-37-540 and amended effective May 7, 1990 (Supp. 90-2). R19-3-536 recodified from R4-37-536 (Supp. 95-1). Former Section R19-3-536 renumbered to Section R19-3-541 and amended; new Section R19-3-536 renumbered from R19-3-532 and amended, effective December 16, 1997 (Supp. 97-4).

R19-3-537. Conflicts of Interest

- A. A person preparing or assisting in the preparation of a specification, plan, or scope of work shall not receive any direct or indirect benefit from the use of the specification, plan, or scope of work.
- B. The Director shall approve or disapprove all specifications.

Historical Note

Adopted as an emergency effective June 5, 1985, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 85-3). Adopted as a permanent rule effective August 29, 1985 (Supp. 85-4). Former Section R4-37-537 repealed, new Section R4-37-537 renumbered from R4-37-541 and amended effective May 7, 1990 (Supp. 90-2). R19-3-537 recodified from R4-37-537 (Supp. 95-1). Former Section R19-3-537 renumbered to R19-3-542 and amended; new Section R19-3-537 renumbered from R19-3-533 and amended effective December 16, 1997 (Supp. 97-4).

R19-3-538. Filing of a Protest

- A. An interested party may protest a solicitation issued by the Lottery, a proposed award, or the award of a contract.
- B. A protest shall be in writing and include the following information:
 1. The name, address, and telephone number of the protester;
 2. The signature of the protester or its representative;
 3. Identification of the solicitation or contract number;
 4. A detailed statement of the legal and factual grounds of the protest, including copies of relevant documents; and
 5. The form of relief requested.

Historical Note

Adopted as an emergency effective June 5, 1985, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 85-3). Adopted as a permanent rule effective August 29, 1985 (Supp. 85-4). Former Section R4-37-538 renumbered to R4-37-534, new Section R4-37-538 renumbered from R4-37-542 and amended effective May 7, 1990 (Supp. 90-2). R19-3-538 recodified from R4-37-538 (Supp. 95-1). Former Section R19-3-538 renumbered to R19-3-543 and amended; new Section R19-3-538 renumbered from R19-3-534 and amended effective December 16, 1997 (Supp. 97-4).

R19-3-539. Time for Filing Protest

- A. Protests concerning improprieties in a solicitation.

1. A person who protests an alleged impropriety in a solicitation that is apparent before the bid opening shall file the protest before bid opening. A person who protests an alleged impropriety in a solicitation that is apparent before the closing date for receipt of initial proposals shall file the protest before the closing date for receipt of initial proposals.
 2. A person who protests an alleged impropriety in a request for proposals regarding a procurement that does not exist in the initial solicitation but is subsequently incorporated into the solicitation shall file the protest by the next closing date following the incorporation.
- B.** A person whose protest is not covered in subsection (A), shall file the protest within 10 days after the person knows or should have known the basis of the protest, whichever is earlier.
- C.** When a protest is filed, the Procurement Officer shall immediately give written notice of the protest to the successful contractor if an award has been made or to all interested parties if no award has been made.

Historical Note

Adopted as an emergency effective June 5, 1985, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 85-3). Adopted as a permanent rule effective August 29, 1985 (Supp. 85-4). Former Section R4-37-539 renumbered to R4-37-535, new Section R4-37-539 renumbered from R4-37-543 effective May 7, 1990 (Supp. 90-2). R19-3-539 recodified from R4-37-539 (Supp. 95-1). Former Section R19-3-539 renumbered to R19-3-547 and amended; new Section R19-3-539 renumbered from R19-3-535 and amended effective December 16, 1997 (Supp. 97-4).

R19-3-540. Stay of Procurement During Protest

If a protest is filed before an award of a contract or before performance of a contract has begun, the award may be made or contract performance may proceed, unless the Procurement Officer stays the contract award or performance after making a written determination that there is a probability the protest will be sustained or a stay is not contrary to the best interests of the Lottery.

Historical Note

Adopted as an emergency effective June 5, 1985, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 85-3). Adopted as a permanent rule effective August 29, 1985 (Supp. 85-4). Former Section R4-37-540 renumbered to R4-37-536, new Section R4-37-540 renumbered from R4-37-544 and amended effective May 7, 1990 (Supp. 90-2). R19-3-540 recodified from R4-37-540 (Supp. 95-1). Former Section R19-3-540 renumbered to R19-3-549 and amended; new Section R19-3-540 adopted effective December 16, 1997 (Supp. 97-4).

R19-3-541. Confidential Information

If a protester believes a protest contains material that should be withheld from the public, the protestor shall advise the Procurement Officer of this fact in a statement submitted with the protest.

Historical Note

Adopted as an emergency effective June 5, 1985, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 85-3). Adopted as a permanent rule effective August 29, 1985 (Supp. 85-4). Former Section R4-37-541 renumbered to R4-37-538, new Section R4-37-541 renumbered from R4-37-545 and amended effective May 7, 1990 (Supp. 90-2). R19-3-541 recodified from R4-37-541 (Supp. 95-1). Former Section R19-3-541 renumbered to R19-3-551 and amended; new Section R19-3-541 renumbered from R19-3-536 and amended effective December

16, 1997 (Supp. 97-4).

R19-3-542. Decision by the Procurement Officer

- A.** The Procurement Officer shall issue a written decision within 14 days after a protest is filed. The decision shall contain an explanation of the factual and legal basis of the decision.
- B.** The Procurement Officer shall furnish a copy of the decision to the protester by any method that provides evidence of receipt.
- C.** The time limit for decisions under subsection (A) may be extended by the Procurement Officer for good cause for a reasonable time not to exceed 30 days. The Procurement Officer shall notify the protester in writing that the time for issuance of a decision has been extended and the date by which a decision will be issued.
- D.** If the Procurement Officer fails to issue a decision within the time limits set in subsection (A) or (C), the protester may proceed as if the Procurement Officer had issued an adverse decision.

Historical Note

Adopted as an emergency effective June 5, 1985, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 85-3). Adopted as a permanent rule effective August 29, 1985 (Supp. 85-4). Former Section R4-37-542 renumbered to R4-37-539, new Section R4-37-542 renumbered from R4-37-546 and amended effective May 7, 1990 (Supp. 90-2). R19-3-542 recodified from R4-37-542 (Supp. 95-1). Former Section R19-3-542 repealed; new Section R19-3-542 renumbered from R19-3-537 and amended effective December 16, 1997 (Supp. 97-4).

R19-3-543. Remedies

- A.** If the Procurement Officer sustains the protest in whole or in part and determines that a solicitation, proposed contract award, or contract award does not comply with A.R.S. § 5-509 or this Article, the Procurement Officer shall implement an appropriate remedy.
- B.** In determining an appropriate remedy, the Procurement Officer shall consider all of the circumstances surrounding the procurement or proposed procurement including:
1. The seriousness of the procurement deficiency,
 2. The degree of prejudice to other interested parties or to the integrity of the procurement system,
 3. The good faith of the parties,
 4. The extent of performance,
 5. The costs to the Lottery,
 6. The urgency of the procurement, and
 7. The impact of the relief on the Lottery's mission.
- C.** An appropriate remedy may include 1 or more of the following:
1. Decline to exercise an option to renew under the contract;
 2. Terminate the contract;
 3. Amend the solicitation;
 4. Issue a new solicitation;
 5. Award a contract consistent with A.R.S. § 5-509 and this Article; or
 6. Implement other relief determined necessary to ensure compliance with A.R.S. § 5-509 and this Article.

Historical Note

Adopted as an emergency effective June 5, 1985, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 85-3). Adopted as a permanent rule effective August 29, 1985 (Supp. 85-4). Former Section R4-37-543 renumbered to R4-37-540, new Section R4-37-543 renumbered from R4-37-547 and amended effective May 7, 1990 (Supp. 90-2). R19-3-543 recodified from R4-37-543

(Supp. 95-1). Former Section R19-3-543 repealed; new Section R19-3-543 renumbered from R19-3-538 and amended effective December 16, 1997 (Supp. 97-4).

R19-3-544. Appeals to Protest Decisions to the Director

- A.** A person who appeals a decision entered or deemed to be entered by the Procurement Officer on a protest shall file the appeal with the Director within 5 days after the date the decision is received.
- B.** Content of appeal. An appeal shall contain:
1. The information required by R19-3-538(B), including identification of protected information in the manner described in R19-3-541;
 2. A copy of the decision of the Procurement Officer; and
 3. The asserted factual or legal error in the decision from which the appeal is taken.
- C.** The Director shall immediately give written notice of an appeal to all interested parties.
- D.** The Director shall refer an appeal of a decision on a protest to the Office of Administrative Hearings for disposition. Upon receipt of the findings of fact, conclusion of law, and decision of the Administrative Law Judge, the Director shall determine whether a conflict exists between the interests of the appellant and the Lottery. If the Director determines a conflict exists, the Director shall decline to review the decision of the Administrative Law Judge and in accordance with A.R.S. § 41-1092.08(B), allow the Administrative Law Judge's decision to become final.

Historical Note

Adopted as an emergency effective June 5, 1985, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 85-3). Adopted as a permanent rule effective August 29, 1985 (Supp. 85-4). Former Section R4-37-544 renumbered to R4-37-541, new Section R4-37-544 renumbered from R4-37-548 and amended effective May 7, 1990 (Supp. 90-2). R19-3-544 recodified from R4-37-544 (Supp. 95-1). Former Section R19-3-544 repealed; new Section R19-3-544 adopted effective December 16, 1997 (Supp. 97-4).

R19-3-545. Stay of Procurement During Appeal

If a stay is issued under R19-3-540, the filing of an appeal shall automatically continue the stay unless the Director makes a written determination that the award of a contract without delay is necessary to protect substantial interests of the state.

Historical Note

Adopted as an emergency effective June 5, 1985, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 85-3). Adopted as a permanent rule effective August 29, 1985 (Supp. 85-4). Former Section R19-3-545 renumbered to R19-3-541, new Section R4-37-545 renumbered from R4-37-549 and amended effective May 7, 1990 (Supp. 90-2). R19-3-545 recodified from R4-37-545 (Supp. 95-1). Former Section R19-3-545 renumbered to R19-3-552 and amended; new Section R19-3-545 adopted effective December 16, 1997 (Supp. 97-4).

R19-3-546. Dismissal Before Hearing

The Director shall dismiss an appeal before scheduling a hearing if the Director makes a written determination that the appeal does not state a valid basis for protest or is untimely under R19-3-544(A).

Historical Note

Renumbered to Section R4-37-542 effective May 7, 1990 (Supp. 90-2). R19-3-546 recodified from R4-37-546 (Supp. 95-1). New Section adopted effective December 16, 1997 (Supp. 97-4).

R19-3-547. Commission's Rejection of Award

If a stay of procurement is issued under R19-3-540, a person shall not request, under A.R.S. § 5-509(C), that the Commission reject an award made by the Director, until a final decision on any appeal has been made by the Director and the award communicated to the Commission.

Historical Note

Renumbered to Section R4-37-543 effective May 7, 1990 (Supp. 90-2). R19-3-547 recodified from R4-37-547 (Supp. 95-1). New Section R19-3-547 renumbered from R19-3-339 and amended effective December 16, 1997 (Supp. 97-4).

R19-3-548. Contract Claims

- A.** A person who has a contract claim shall file the claim with the Procurement Officer within 12 months after claim arises.
- B.** The Procurement Officer shall settle and resolve all contract claims in accordance with R19-3-549.

Historical Note

Renumbered to Section R4-37-544 effective May 7, 1990 (Supp. 90-2). R19-3-548 recodified from R4-37-548 (Supp. 95-1). New Section adopted effective December 16, 1997 (Supp. 97-4).

R19-3-549. Resolution of Contract Claims

- A.** If a contract claim cannot be resolved by agreement of the parties, the Procurement Officer shall, upon a written request by the contractor, issue a written decision no more than 60 days after the request is filed. Before issuing a final decision, the Procurement Officer shall review the facts pertinent to the contract claim and secure any necessary assistance from legal, fiscal, and other advisors.
- B.** The Procurement Officer shall furnish a copy of the decision to the contractor by any method that provides evidence of receipt. The decision shall include:
1. A description of the contract claim;
 2. A reference to the pertinent contract provision;
 3. A statement of the factual areas of agreement or disagreement;
 4. A statement of the Procurement Officer's decision, with supporting rationale; and
 5. A paragraph substantially as follows: "This is the final decision of the Procurement Officer. This decision may not be appealed to the Commission".
- C.** The time limit for decisions under subsection (A) may be extended for good cause for a reasonable time not to exceed 30 days. The Procurement Officer shall notify the contractor in writing that the time for issuance of a decision has been extended and the date by which a decision will be issued.
- D.** If the Procurement Officer fails to issue a decision within 60 days after a request is filed or within the time prescribed under subsection (C), the contractor may proceed as if the Procurement Officer had issued an adverse decision.

Historical Note

Renumbered to Section R4-37-545 effective May 7, 1990 (Supp. 90-2). R19-3-549 recodified from R4-37-549 (Supp. 95-1). R19-3-549 renumbered from R19-3-540 and amended effective December 16, 1997 (Supp. 97-4).

R19-3-550. Appeals of Contract Claim Decisions to the Director

- A.** A person who appeals a decision of the Procurement Officer on a contract claim shall file the appeal with the Director within 5 days from the date the decision is received.

- B.** Content of appeal. An appeal shall contain a copy of the decision of the Procurement Officer and the asserted factual or legal error in the decision from which an appeal is taken.
- C.** The Director shall refer an appeal of a decision on a contract claim to the Office of Administrative Hearings for disposition. Upon receipt of the findings of fact, conclusions of law, and decision of the Administrative Law Judge, the Director shall determine whether a conflict exists between the interests of the appellant and the Lottery. If the Director determines a conflict exists, the Director shall decline to review the decision of the Administrative Law Judge and in accordance with A.R.S. § 41-1092.08(B), allow the Administrative Law Judge's decision to become final.

Historical Note

Adopted effective December 16, 1997 (Supp. 97-4).

R19-3-551. Debarment and Suspension of Contractors

Suspension or debarment of a person from consideration for award of contract under this Article shall be governed by A.R.S. § 41-2613, except that reference to "Director" means the Executive Director of the State Lottery.

Historical Note

Section R19-3-551 renumbered from R19-3-541 and amended effective December 16, 1997 (Supp. 97-4).

R19-3-552. Exclusive Remedy

This Article provides the exclusive procedure for asserting a claim against the Lottery arising from any procurement conducted under this Article.

Historical Note

Section R19-3-552 renumbered from R19-3-545 and amended effective December 16, 1997 (Supp. 97-4).

ARTICLE 6. REPEALED**R19-3-601. Repealed****Historical Note**

Adopted as an emergency effective October 31, 1986, pursuant to A.R.S. § 41-1003, valid for only 90 days (Supp. 86-5). Adopted without change as a permanent rule effective February 25, 1987 (Supp. 87-1). Amended effective May 7, 1993 (Supp. 93-2). R19-3-601 recodified from R4-37-601 (Supp. 95-1). Repealed effective June 14, 1997 (Supp. 97-2).

ARTICLE 7. DESIGN AND OPERATION OF INSTANT GAMES**R19-3-701. Definitions**

In this Article, unless the context otherwise requires:

1. "Game profile" means the written document that includes non-confidential game information including, but not limited to, the game prize structure, game playstyle, and special game features.
2. "High tier" means any instant game ticket prize of \$600 or more.
3. "Instant game" means a game that is played by removing the protective covering from a ticket to reveal the play and/or prize symbols that determine if a ticket holder is entitled to a prize or prizes.
4. "Low tier" means any instant game ticket prize of less than \$100.
5. "Mid-tier" means any instant game ticket prize of \$100 or more, up to and including \$599.
6. "Pack" means a group of tickets bearing a common identification number.

7. "Pack-ticket number" means a unique multi-digit number that includes a game number, a pack number, and a ticket number which distinguishes each ticket from every other ticket within an instant game.
8. "PIN" means the designated characters within the validation number that allows an on-line terminal to validate an instant ticket.
9. "Play area" means the portion or portions of the ticket which contains the play symbol or symbols. More than 1 play area may appear on a ticket.
10. "Play symbols" mean the numbers, letters, symbols, or pictures printed in the play area of each instant ticket that determine if the ticket holder is entitled to a prize or prizes.
11. "Play symbol caption" means the printed characters under the protective covering on the ticket, located immediately below each play symbol, that verify the play symbol. No more than 1 play symbol caption appears under each play symbol.
12. "Prize structure" means the estimated number, value, and odds of winning prizes for an individual game.
13. "Prize symbol" means a character or characters printed that indicates the prize available in that game, as described in the Game Profile.
14. "Prize symbol caption" means the printed characters under the protective covering on the ticket, located immediately below each prize symbol that verify the prize symbol. No more than 1 prize symbol caption appears under each prize symbol.
15. "Retailer validation code" means the multiple letters in the play area, under the protective covering that verify low- and mid-tier prize amounts.
16. "Theirs" means the opponent's play area or areas, (for example, "dealer's hand(s)", "house card(s)", "house roll(s)").
17. "Ticket" means paper stock containing a play area or areas and the game play data for an individual game.
18. "Ticket holder" means a person who has possession of an unsigned ticket, or a person whose signature appears on a signed ticket.
19. "Validation number" means the unique multi-digit code found under the protective covering on each ticket that is used to validate winning tickets.
20. "Yours" means the ticket holder's play area or areas (for example, "your hand(s)", "your card(s)", or "your roll(s)").

Historical Note

Adopted effective October 25, 1996 (Supp. 96-4).

R19-3-702. Game Profile

- A.** The Commission shall approve the individual Game Profile prior to the game being introduced to the public for sale.
- B.** At a minimum, the Game Profile for each game shall contain the following information:
1. Game name;
 2. Game number;
 3. Prize structure, including the number and size of prizes available, free tickets, and merchandise prizes, if applicable;
 4. Playstyle;
 5. Play symbols, including variant symbol or symbols, if any;
 6. Retailer validation codes;
 7. Special feature, if any;
 8. Retail sales price;

9. Prize draw eligibility requirements, including filing period for eligibility in a winners drawing, if applicable.

Historical Note

Adopted effective October 25, 1996 (Supp. 96-4).

R19-3-703. Game Playstyle

- A. The playstyle for an individual game shall be fully described in the Game Profile and shall be 1 of the following methods of play unless a different method is prescribed by another rule:
 1. Match Two,
 2. Match Three,
 3. Add-up,
 4. Tic-Tac-Toe,
 5. Key Symbol or Symbols Match,
 6. Key Symbol or Symbols Beat,
 7. Symbols in Sequence,
 8. Spellouts,
 9. In Between,
 10. Bingo.
- B. More than 1 game and more than 1 playstyle may appear on a ticket.

Historical Note

Adopted effective October 25, 1996 (Supp. 96-4).

R19-3-704. Determination of a Winning Ticket

- A. The play symbols are the only determining factor for prize eligibility for a valid ticket.
- B. For each play area on an individual ticket, the player shall remove the protective covering to find the play symbols, or the play and prize symbols. Eligibility to win a prize is based on compliance with the designated playstyle as follows:
 1. Match Two. The player shall win the prize or prizes indicated by uncovering 2 identical play symbols on a play area.
 2. Match Three. The player shall win the prize or prizes indicated by uncovering 3 identical play symbols on a play area.
 3. Add-Up. The player shall win the prize or prizes indicated in either of the following ways:
 - a. The player adds up the play symbols and the amount is greater than or equal to the designated key symbol on the ticket, or
 - b. The player adds up the play symbols designated as “yours” and the total is greater than or equal to the key symbol or symbols designated as “theirs”.
 4. Tic-Tac-Toe. The player shall win the prize or prizes indicated by uncovering 3 identical play symbols, in any row, column, or diagonal, on a 9 symbol grid on the play area.
 5. Key Symbol or Symbols Match. The player shall win the prize or prizes indicated by uncovering a play symbol or symbols which is identical to the designated key play symbol or symbols.
 6. Key Symbol or Symbols Beat. The player shall win the prize or prizes indicated by uncovering the play symbol or symbols designated as “yours” in the ticket play area which is greater than the play symbol or symbols designated as “theirs”.
 7. Symbols in Sequence. The player shall win the prize or prizes indicated by uncovering the designated play symbols in the specified sequential order.
 8. Spellouts. The player shall win the prize or prizes indicated by uncovering the play symbols to form the designated word or words.
 9. In Between. The player shall win the prize or prizes indicated by uncovering the play symbol or symbols designated as “yours” with a value less than the play symbol or

symbols designated as “their high card” and greater than the play symbol or symbols designated as “their low card”.

10. Bingo. The player shall win the prize or prizes indicated by uncovering the play symbols on the “Caller’s Card” play area that are identical to the play symbols on 1 or more of the “Player’s Card” which are located on the “Player’s Card” in 1 or more of the following ways as indicated on the ticket:
 - a. Five consecutive play symbols, including the “free” play symbol, if appropriate, in any horizontal, vertical, or diagonal line; or
 - b. Play symbols in all 4 corners; or
 - c. All 5 consecutive play symbols in the top row, the bottom row, and the 1st and 5th columns, forming an outer frame pattern; or
 - d. The 2nd, 3rd, and 4th play symbols in the 2nd row, the 4th row, the 2nd column, and the 4th column forming an inner frame pattern; or
 - e. The 1st, 2nd, 4th, and 5th play symbols in the 1st, 2nd, 4th, and 5th rows, forming a box pattern in each of the 4 corners; or
 - f. The 3rd play symbol in the 1st and 5th rows, the 2nd and 4th play symbols in the 2nd and 4th rows, and the 3rd play symbol in the 1st and 5th rows, forming a diamond pattern; or
 - g. The 3rd, 4th, and 5th play symbols in the 1st and 5th rows, the 2nd and 3rd play symbols in the 2nd and 4th rows, the 3rd play symbol in the 1st row, and the “free” play symbol, forming an “A” pattern; or
 - h. The 1st, 2nd, 3rd, 4th, and 5th play symbols in the 1st and 5th rows, and the 1st play symbols in the 2nd, 3rd, and 4th rows, forming a “C” pattern; or
 - i. The 1st, 2nd, 3rd, 4th, and 5th play symbols in the 1st column, and the 2nd, 3rd, 4th, and 5th play symbols in the 5th row, forming an “L” pattern; or
 - j. The 1st, 2nd, 3rd, 4th, and 5th play symbols in the 1st and 5th columns, and the 3rd play symbol in the 2nd and 4th columns, and the “free” play symbol, forming an “H” pattern; or
 - k. The 1st, 2nd, 3rd, 4th, and 5th play symbols in the 1st row, and the 2nd play symbol in the 3rd column, the “free” play symbol, and the 4th and 5th play symbols in the 3rd column, forming a “T” pattern; or
 - l. Five consecutive play symbols in both diagonals forming a “X” pattern; or
 - m. The 1st, 2nd, 3rd, 4th, and 5th play symbols in the 1st row and 5th row, the 2nd play symbol in the 4th column, the “free” play symbol, and the 4th play symbol in the 2nd column, forming a “Z” pattern; or
 - n. The 1st, 2nd, 3rd, 4th, and 5th play symbols in the 1st row, the 2nd play symbol in the 4th column, the “free” play symbol, the 4th play symbol in the 2nd column, and the 5th play symbol in the 1st column, forming a “7” pattern; or
 - o. All of the play symbols in the 1st, 2nd, 3rd, 4th, and 5th rows, and the “free” play symbol, creating a “blackout”.
- C. Each of the playstyles described in subsection (B) may include a specific variant such as “automatic win feature”, “doubler feature”, “wild card”, or “free space” that provides added or alternative methods of winning.

Historical Note

Adopted effective October 25, 1996 (Supp. 96-4).

R19-3-705. Ticket Validation Requirements

- A.** Each instant game ticket shall be valid and validated prior to payment of a prize.
- B.** To be a valid ticket, all of the following requirements shall be met:
1. The ticket shall not be stolen or appear on any list of omitted tickets on file with the Arizona State Lottery Commission;
 2. The ticket shall not be counterfeit or forged, in whole or in part;
 3. The ticket shall not be mutilated, altered, unreadable, reconstituted, or tampered with in any manner;
 4. The ticket shall not be blank, partially blank, misregistered, defective, or printed or produced in error;
 5. The play and prize symbols shall have the captions that confirm and agree with those applicable to that instant game;
 6. The ticket shall have been issued by the Arizona State Lottery Commission in an authorized manner;
 7. The ticket shall have been legally obtained;
 8. The ticket shall pass the confidential validation and security tests appropriate to the applicable playstyle;
 9. The display printed on the ticket shall correspond precisely with the approved artwork on file at the Arizona State Lottery Commission;
 10. The validation number of a winning ticket shall appear in the Arizona State Lottery Commission's official file of validation numbers of winning tickets. A ticket with that validation number shall not have been paid previously;
 11. All of the ticket symbols originally printed on the ticket shall appear in the play area on the ticket and shall correspond to those shown in the Game Profile;
 12. The play and prize symbols shall have the required captions that confirm and agree with those of the appropriate instant game;
 13. The ticket shall contain exactly 1 ticket validation number, 1 retailer validation code, 1 game number, 1 pack-ticket number, and 1 PIN number. The play and prize symbols, the play and prize symbol captions, ticket validation number, retailer validation code, game number, pack-ticket number, and PIN number shall be right-side up and not reversed in any manner.

Historical Note

Adopted effective October 25, 1996 (Supp. 96-4)

R19-3-706. Ticket Ownership and Payment for Instant Prize Winnings

- A.** If the winning ticket was purchased by a group of players, the group shall designate 1 of the claimants to sign the ticket. Each claimant shall complete an individual form to receive the claimants' portion of the prize.
- B.** The Arizona State Lottery Commission shall only make payment to the claimant, less any authorized debt set-off amounts, who is also the ticket holder.
- C.** Prior to payment of a prize, a claimant who has signed the ticket may designate another claimant to receive the prize by signing a relinquishment of claim statement.

Historical Note

Adopted effective October 25, 1996 (Supp. 96-4).

R19-3-707. Claim Period

- A.** In order for the claimant to receive payment, a winning instant game ticket shall be received by the Arizona State Lottery Commission or a retailer no later than 5 p.m. (Phoenix time)

on the 180th calendar day following the announced end of the instant game.

- B.** In the case of a drawing prize, the claimant must claim the prize no later than 5 p.m. (Phoenix time) on the final day designated by the Director and on file at the Arizona State Lottery Commission.
- C.** The end of an instant game shall be designated by the Director and on file at the Arizona State Lottery Commission.
- D.** The Director is authorized to place any person's eligible entry that was not entered in the grand prize drawing into a subsequent grand prize drawing or drawings which have an equal or greater grand prize value.

Historical Note

Adopted effective October 25, 1996 (Supp. 96-4).

R19-3-708. Procedure for Claiming Prizes

- A.** To claim a low- or mid-tier instant game cash prize, a claimant may take the ticket to a retailer or to a Lottery office, or mail the ticket to a Lottery office for validation. If the claim is verified and the ticket is validated as a winning ticket, the Arizona State Lottery Commission or the retailer shall make payment of the amount due to the claimant. If the retailer does not verify the claim, validate the ticket, or pay the amount due, the claimant may take or mail the ticket to a Lottery office for verification and validation. If the ticket is validated in accordance with these rules, the claimant shall receive payment.
- B.** To claim a high-tier instant game prize, the claimant shall sign the back of the ticket, and take or mail the ticket and claim form to a Lottery office for validation. If the claim is verified and the ticket is validated as a winning ticket, the Arizona State Lottery Commission shall make payment of the amount due to the claimant. The claimant shall be notified if the ticket is not validated as a winning ticket by the Arizona State Lottery Commission.
- C.** If a prize winner dies prior to receiving full payment, the Arizona State Lottery Commission shall pay all remaining prize money to the prize winner's beneficiary or to any person designated by an appropriate judicial order.
- D.** The Arizona State Lottery Commission shall be discharged of all liability upon payment of the prize money.
- E.** Payment of prize money shall not be accelerated ahead of its normal date of payment.

Historical Note

Adopted effective October 25, 1996 (Supp. 96-4).

R19-3-709. Disputes Concerning a Ticket

- A.** If a dispute between the Arizona State Lottery Commission and a claimant occurs concerning a ticket, the Director is authorized to replace the disputed ticket with a ticket or tickets of equivalent sales price from any current instant game.
- B.** If a defective ticket is purchased, the Arizona State Lottery Commission shall replace the defective ticket with a ticket or tickets of equivalent sales price from any current instant game.
- C.** The Arizona State Lottery Commission shall not be liable for paying the difference in a prize amount previously paid to a claimant and the actual amount that should be paid unless the claimant provides documentation establishing:
1. That the claimant was paid the lesser amount; and
 2. That the claimant is entitled to a greater amount, according to the records on file at the Arizona State Lottery Commission and the criteria set forth in these rules and in orders for the game approved by the Arizona State Lottery Commission pursuant to A.R.S. § 5-504(C).

Historical Note

Adopted effective October 25, 1996 (Supp. 96-4).

ARTICLE 8. RESERVED**ARTICLE 9. RESERVED****ARTICLE 10. PROMOTIONS****R19-3-1001. Definitions**

In this Article, unless the context otherwise requires:

1. "Best interests of the Lottery" means advantageous to the Lottery as determined by the Director.
2. "Category" means player, consumer, retailer, vendor, or other person who participates in the promotion.
3. "Charitable organization" means a non-profit organization organized and operated exclusively for charitable purposes and is qualified under § 502(c)(3) of the United States Internal Revenue Code.
4. "Prize type" means cash, free ticket or tickets from same or different game product, ticket coupon, drawing coupon, discount on same or different game product or vendor product, or merchandise prize.
5. "Promotion" means a program designed to increase awareness of the Lottery and Lottery games and to increase sale of lottery tickets to produce the maximum amount of net revenue for the state by offering an incentive to buy.
6. "Promotional merchandise" means Lottery related goods, consumer products, or services provided by the Lottery for use in a promotion.
7. "Promotional ticket" means a Arizona Lottery ticket from a current, active game provided by the Lottery for use in a promotion.
8. "Targeted game or targeted games" means the specific game or games a promotion is intended to increase sales or awareness of.
9. "Tickets" means 1 or more Lottery game plays from the targeted game or games.

Historical Note

New Section adopted by final rulemaking at 6 A.A.R. 1077, effective March 3, 2000 (Supp. 00-1).

R19-3-1002. Promotion Profile

- A. The Commission shall approve orders in accordance with A.R.S. § 5-504(C) for the specific Promotion Profile prior to the promotion being introduced to the public for participation.
- B. At a minimum, the Promotion Profile for each promotion shall contain the following information:
 1. Promotion name;
 2. Prize type and structure, including the estimated number and size of monetary prizes, free tickets, and merchandise prizes available, if applicable;
 3. Play style - Promotion Type;
 4. Category;
 5. Targeted game or games or products involved in the Promotion;
 6. Special feature, if any;
 7. Retail sales price;
 8. Promotion date range (beginning and ending promotion dates, term of the promotion);
 9. Time range, if applicable;
 10. Day or days of the week, if applicable;
 11. Prize draw eligibility requirements, including filing period for eligibility in a winners drawing, if applicable;
 12. Promotion selection criteria, if applicable.

Historical Note

New Section adopted by final rulemaking at 6 A.A.R. 1077, effective March 3, 2000 (Supp. 00-1).

R19-3-1003. Promotion Play Style - Promotion Type

- A. The Play style for a specific promotion shall be fully described in the Promotion Profile and shall be 1 of the following methods of play unless a different method is prescribed by another rule:

1. Second Chance Drawing - non-winning tickets - Players.
2. Second Chance Drawing - entry forms - Players.
3. Second Chance Drawing - low or mid-tier winners - Players.
4. Increased Prize Payment.
5. Buy X and Get Y Free - tickets.
6. Buy X and Get Y Free - ticket coupon.
7. Buy X and Get Y Free - drawing coupon.
8. Buy X and Get Y Free - merchandise.
9. Buy X and Get Y Free - cash prize.
10. Buy X and Get Y Free, every Nth transaction - tickets.
11. Buy X and Get Y Free, every Nth transaction - ticket coupon.
12. Buy X and Get Y Free, every Nth transaction - drawing coupon.
13. Buy X and Get Y Free, every Nth transaction - merchandise prize.
14. Buy X and Get Y Free, every Nth transaction - cash prize.
15. Buy X and Get Y Free, every Nth transaction - Partner Play.
16. Buy X and Get Y Free, No Match - tickets.
17. Buy X and Get Y Free, No Match - ticket coupon.
18. Buy X and Get Y Free, No Match - drawing coupon.
19. Buy X and Get Y Free, No Match - merchandise prize.
20. Buy X and Get Y Free, No Match - cash prize.
21. Buy X and Get Y Free, Day of the Week - tickets.
22. Buy X and Get Y Free, Day of the Week - ticket coupon.
23. Buy X and Get Y Free, Day of the Week - drawing coupon.
24. Buy X and Get Y Free, Day of the Week - merchandise prize.
25. Buy X and Get Y Free, Day of the Week - cash prize.
26. Buy X and Get Y Free, Multi-Draw - tickets.
27. Buy X and Get Y Free, Multi-Draw - ticket coupon.
28. Buy X and Get Y Free, Multi-Draw - drawing coupon.
29. Buy X and Get Y Free, Multi-Draw - merchandise prize.
30. Buy X and Get Y Free, Multi-Draw - cash prize.
31. Buy X and Get Y Free, Non-Winning Tickets - tickets.
32. Buy X and Get Y Free, Non-Winning Tickets - ticket coupon.
33. Buy X and Get Y Free, Non-Winning Tickets - drawing coupon.
34. Buy X and Get Y Free, Non-Winning Tickets - merchandise prize.
35. Buy X and Get Y Free, Non-Winning Tickets - cash prize.
36. Complete Survey - Tickets.
37. Complete Survey - Ticket Coupon.
38. Complete Survey - Drawing Coupon.
39. Complete Survey - Merchandise Prize.
40. Complete Survey - Cash Prize.
41. Buy X Get Y Free Coupon - Direct Mail.
42. Buy X Get Y Free Coupon - Newspaper.
43. Happy Birthday Club Coupon.
44. Special Events - Non-winning Tickets.
45. Special Events - Spin of the Lottery Prize Wheel.
46. Special Events - Various Games of Little or No Skill.
47. Special Events - Guess How Many?.
48. Special Events - Where's Willy?.
49. Second Chance Drawing - Retailer.
50. Retailer Incentive - Sales.

51. Retailer Incentive - Point-of-Sale.
 52. Mystery Shopper - Retailer.
 53. Ask for the Sale - Retailer.
 54. Ask Me What the Jackpot Is - Retailer.
 55. Ask Me What the Grand Prize Is - Retailer.
 56. Retailer's Second Chance Drawing - Retailer/Player.
 57. Cross Promotion - Vendor.
 58. Radio Promotion - Vendor.
 59. Charitable Organization.
 60. Public Contest - not related to specific Lottery game.
 61. Customer Service - Tickets.
 62. Customer Service - Ticket Coupon.
 63. Customer Service - Merchandise.
 64. POWERBALL™ Doubler Promotion.
 65. POWERBALL™ - MUSL Promotions.
- B.** More than 1 promotion may run concurrently.
- C.** Promotion may be held only on specific days of the week.
- D.** Promotion may be held only during specific hours of the day.
- E.** Promotion may be available for selected regions, zones, retailer groups or player groups. Groups may be made by business codes, regions, county, zip code, chain designator, field representative or sales quota.
- Historical Note**
- New Section adopted by final rulemaking at 6 A.A.R. 1077, effective March 3, 2000 (Supp. 00-1).
- R19-3-1004. Determination of a Winning Promotion**
- Eligibility to win a prize is based on compliance with the designated Play style as follows:
1. Second Chance Drawing - non-winning tickets - Players. The player shall send the Lottery game non-winning ticket or tickets from the targeted games or games required in the Promotion Profile to the Lottery office for entry into a Grand Prize Drawing. The player or players selected in the prize drawing procedure shall win the cash or merchandise prize designated in the Promotion Profile.
 2. Second Chance Drawing - entry forms - Players. The player shall send a completed entry form required in the Promotion Profile to the Lottery office or designated Lottery vendor for entry into a Grand Prize Drawing. The player or players selected in the prize drawing procedure shall win the cash or merchandise prize designated in the Promotion Profile.
 3. Second Chance Drawing - low or mid-tier winners - Players. Players who win a particular prize denomination in the targeted game or games shall automatically be entered into a Grand Prize Drawing. The player or players selected in the prize drawing procedure shall win the cash or merchandise prize designated in the Promotion Profile.
 4. Increased Prize Payment. Players who win a particular prize denomination in the targeted game or games shall win an additional amount specified in the Promotion Profile, i.e. double prize payout for a division 4 winners in Lotto, 20% increase in all prizes in the Pick 3™ game on each Monday in May.
 5. Buy X and Get Y Free - tickets. Each time a player buys a predetermined number of the targeted game or games tickets, the player will receive a predetermined number of additional tickets free according to the Promotions Profile.
 6. Buy X and Get Y Free - ticket coupon. Each time a player buys a predetermined number of the targeted game or games tickets, the player will receive a coupon to be redeemed for a predetermined number of additional tickets free with the purchase of the same game tickets according to the Promotions Profile.
 7. Buy X and Get Y Free - drawing coupon. Each time a player buys a predetermined number of the targeted game or games tickets, the player will receive a coupon to be sent to the Lottery for entry into a Grand Prize Drawing according to the Promotions Profile. The player or players selected in the prize drawing procedure shall win the cash or merchandise prize designated in the Promotion Profile.
 8. Buy X and Get Y Free - merchandise. Each time a player buys a predetermined number of the targeted game or games tickets, the player will receive a merchandise prize according to the Promotions Profile.
 9. Buy X and Get Y Free - cash prize. Each time a player buys a predetermined number of the targeted game or games tickets, the player will receive a cash prize according to the Promotions Profile.
 10. Buy X and Get Y Free, every Nth transaction - tickets. Each time a player buys a predetermined number of the targeted game or games tickets and is the Nth number of transaction produced by the on-line system, the player will receive a predetermined number of additional tickets free according to the Promotions Profile.
 11. Buy X and Get Y Free, every Nth transaction - ticket coupon. Each time a player buys a predetermined number of the targeted game or games tickets and is the Nth number of transaction produced by the on-line system, the player will receive a coupon to be redeemed for a predetermined number of additional tickets free with the purchase of the same game tickets according to the Promotions Profile.
 12. Buy X and Get Y Free, every Nth transaction - drawing coupon. Each time a player buys a predetermined number of the targeted game or games tickets and is the Nth number of transaction produced by the on-line system, the player will receive a coupon to be sent to the Lottery for entry into a Grand Prize Drawing according to the Promotions Profile. The player or players selected in the prize drawing procedure shall win the cash or merchandise prize designated in the Promotion Profile.
 13. Buy X and Get Y Free, every Nth transaction - merchandise prize. Each time a player buys a predetermined number of the targeted game or games tickets and is the Nth number of transaction produced by the on-line system, the player will receive a merchandise prize according to the Promotions Profile.
 14. Buy X and Get Y Free, every Nth transaction - cash prize. Each time a player buys a predetermined number of the targeted game or games tickets and is the Nth number of transaction produced by the on-line system, the player will receive a cash prize according to the Promotions Profile.
 15. Buy X and Get Y Free, every Nth transaction - Partner Play. Each time a player buys a predetermined number of the targeted game or games tickets and is the Nth number of transaction produced by the on-line system, the player and the selling retailer clerk will receive an exact free ticket according to the Promotions Profile.
 16. Buy X and Get Y Free, No Match - tickets. Each time a player buys a predetermined number of the targeted game or games tickets and the ticket does not match any of the number selected in that game's drawing, the player will receive a predetermined number of tickets free according to the Promotions Profile.
 17. Buy X and Get Y Free, No Match - ticket coupon. Each time a player buys a predetermined number of the targeted game or games tickets and the ticket does not match any of the number selected in that game's drawing, the

- player will receive a coupon to be redeemed for a predetermined number of additional tickets free with the purchase of the same game tickets according to the Promotions Profile.
18. Buy X and Get Y Free, No Match - drawing coupon. Each time a player buys a predetermined number of the targeted game or games tickets and the ticket does not match any of the number selected in that game's drawing, the player will receive a coupon to be sent to the Lottery for entry into a Grand Prize Drawing according to the Promotions Profile. The player or players selected in the prize drawing procedure shall win the cash or merchandise prize designated in the Promotion Profile.
 19. Buy X and Get Y Free, No match - merchandise prize. Each time a player buys a predetermined number of the targeted game or games tickets and the ticket does not match any of the number selected in that game's drawing, the player will receive a merchandise prize according to the Promotions Profile.
 20. Buy X and Get Y Free, No Match - cash prize. Each time a player buys a predetermined number of the targeted game or games tickets and the ticket does not match any of the number selected in that game's drawing, the player will receive a cash prize according to the Promotions Profile.
 21. Buy X and Get Y Free, Day of the Week - tickets. Each time a player buys a predetermined number of the targeted game or games tickets on a particular day or days of the week, the player will receive a predetermined number of tickets free according to the Promotions Profile.
 22. Buy X and Get Y Free, Day of the Week - ticket coupon. Each time a player buys a predetermined number of the targeted game or games tickets on a particular day or days of the week, the player will receive a coupon to be redeemed for a predetermined number of additional tickets free with the purchase of the same game tickets according to the Promotions Profile.
 23. Buy X and Get Y Free, Day of the Week - drawing coupon. Each time a player buys a predetermined number of the targeted game or games tickets on a particular day or days of the week, the player will receive a coupon to be sent to the Lottery for entry into a Grand Prize Drawing according to the Promotions Profile. The player or players selected in the prize drawing procedure shall win the cash or merchandise prize designated in the Promotion Profile.
 24. Buy X and Get Y Free, Day of the Week - merchandise prize. Each time a player buys a predetermined number of the targeted game or games tickets on a particular day or days of the week, the player will receive a merchandise prize according to the Promotions Profile.
 25. Buy X and Get Y Free, Day of the Week - cash prize. Each time a player buys a predetermined number of the targeted game or games tickets on a particular day or days of the week, the player will receive a cash prize according to the Promotions Profile.
 26. Buy X and Get Y Free, Multi-Draw - tickets. Each time a player buys a predetermined number of the targeted game or games tickets for more than 1 drawing (for X number of drawings), the player will receive a predetermined number of tickets free according to the Promotions Profile.
 27. Buy X and Get Y Free, Multi-Draw - ticket coupon. Each time a player buys a predetermined number of the targeted game or games tickets for more than 1 drawing (for X number of drawings), the player will receive a coupon to be redeemed for a predetermined number of additional tickets free with the purchase of the same game tickets according to the Promotions Profile.
 28. Buy X and Get Y Free, Day of the Week - drawing coupon. Each time a player buys a predetermined number of the targeted game or games tickets for more than 1 drawing (for X number of drawings), the player will receive a coupon to be sent to the Lottery for entry into a Grand Prize Drawing according to the Promotions Profile. The player or players selected in the prize drawing procedure shall win the cash or merchandise prize designated in the Promotion Profile.
 29. Buy X and Get Y Free, Multi-Draw - merchandise prize. Each time a player buys a predetermined number of the targeted game or games tickets for more than 1 drawing (for X number of drawings), the player will receive a merchandise prize according to the Promotions Profile.
 30. Buy X and Get Y Free, Multi-Draw - cash prize. Each time a player buys a predetermined number of the targeted game or games tickets for more than 1 drawing (for X number of drawings), the player will receive a cash prize according to the Promotions Profile.
 31. Buy X and Get Y Free, Non-Winning Tickets - tickets. Each time a player buys a predetermined number of the targeted game or games tickets and the ticket is not a winning ticket, the player will receive a predetermined number of tickets free according to the Promotions Profile.
 32. Buy X and Get Y Free, Non-Winning Tickets - ticket coupon. Each time a player buys a predetermined number of the targeted game or games tickets and the ticket is not a winning ticket, the player will receive a coupon to be redeemed for a predetermined number of additional tickets free with the purchase of the same game tickets according to the Promotions Profile.
 33. Buy X and Get Y Free, Non-Winning Tickets - drawing coupon. Each time a player buys a predetermined number of the targeted game or games tickets and the ticket is not a winning ticket, the player will receive a coupon to be sent to the Lottery for entry into a Grand Prize Drawing according to the Promotions Profile. The player or players selected in the prize drawing procedure shall win the cash or merchandise prize designated in the Promotion Profile.
 34. Buy X and Get Y Free, Non-Winning Tickets - merchandise prize. Each time a player buys a predetermined number of the targeted game or games tickets and the ticket is not a winning ticket, the player will receive a merchandise prize according to the Promotions Profile.
 35. Buy X and Get Y Free, Non-Winning Tickets - cash prize. Each time a player buys a predetermined number of the targeted game or games tickets and the ticket is not a winning ticket, the player will receive a cash prize according to the Promotions Profile.
 36. Complete Survey - Tickets. If a player completes a survey, the player will receive a predetermined number of the target game or games tickets free according to the Promotions Profile.
 37. Complete Survey - Ticket Coupon. If a player completes a survey, the player will receive a coupon to be redeemed for a predetermined number of tickets free with the purchase of the same game tickets according to the Promotions Profile.
 38. Complete Survey - Drawing Coupon. If a player completes a survey, the player will receive a coupon to be sent to the Lottery for entry into a Grand Prize Drawing according to the Promotions Profile. The player or play-

- ers selected in the prize drawing procedure shall win the cash or merchandise prize designated in the Promotion Profile.
39. Complete Survey - Merchandise Prize. If a player completes a survey, the player will receive a merchandise prize according to the Promotions Profile.
 40. Complete Survey - Cash Prize. If a player completes a survey, the player will receive a cash prize according to the Promotions Profile.
 41. Buy X Get Y Free Coupon - Direct Mail. Players who receive the Buy X Get Y Free coupon in the mail may redeem the coupon at any Lottery retailer for a Lottery ticket stated on the coupon and listed in the Promotion Profile.
 42. Buy X Get Y Free Coupon - Newspaper. Players who receive the Buy X Get Y Free coupon in the local Newspaper may redeem the coupon at any Lottery retailer for a Lottery ticket stated on the coupon and listed in the Promotion Profile.
 43. Happy Birthday Club Coupon. Players who mail a form with their name, address, phone number and birthday to the Lottery will receive a coupon which can be redeemed at any Lottery retailer for one Lottery ticket on their birthday.
 44. Special Events - Non-winning Tickets. Each time a player turns in a predetermined number of the targeted game or games non-winning tickets to a special event location, the player will receive a merchandise prize according to the Promotions Profile.
 45. Special Events - Spin of the Lottery Prize Wheel. Each player who visits a special event location may spin the Lottery Prize Wheel once. The player shall win the prize indicated on the Lottery Prize Wheel. Wheel must complete at least one complete revolution.
 46. Special Events - Various Games of Little or No Skill. Each player who visits a special event location may play any number of carnival type games to win the prize indicated in the Promotion Profile and listed at the special event game.
 47. Special Events - Guess How Many? Each player who visits a special event location shall complete a form with their name, address, phone number and guess how many items are in a container (for example, large plastic "L" with loose change, money bag, iced tea jug with Lottery Scratchers). The predetermined number of players who come closest to correct amount shall win the prize indicated in the Promotion Profile.
 48. Special Events - Where's Willy? Clues to Windfall Willie's whereabouts shall be announced on the participating radio station daily. Players who correctly locate Willie shall be entered into drawing for cash or merchandise prizes listed in the Promotion Profile.
 49. Second Chance Drawing - Retailer. The Arizona Lottery retailer shall send the entry form required in the Promotion Profile to the Lottery office for entry into a Grand Prize Drawing. The retailer selected in the prize drawing procedures shall win the cash or merchandise prize designated in the Promotion Profile.
 50. Retailer Incentive - Sales. Retailers who increase Lottery ticket sales for the targeted game or games by a particular percent during the designated period specified in the Promotion Profile shall win the corresponding prize listed in the Promotion Profile.
 51. Retailer Incentive - Point-of-Sale. Retailers who display a defined number of point-of-sale pieces during the designated period specified in the Promotion Profile shall win the corresponding prize listed in the Promotion Profile.
 52. Mystery Shopper - Retailer. The Lottery shall send out mystery shoppers or spotters to visit randomly selected retailers in the promotional area. Retailers who display point-of-sale materials and promote the targeted game or games according to the Promotion Profile shall win the designated prize.
 53. Ask for the Sale - Retailer. Retailers participating in the promotion shall ask all customers if they want to purchase a Lottery ticket for the targeted game or games. If the Retailer does not ask a customer, the customer shall receive a free Lottery ticket from the designated game. The Lottery shall provide the participating retailer with a predetermined number of tickets from the targeted game or games according to the Promotion Profile.
 54. Ask Me What the Jackpot Is - Retailer. Customers who ask a participating retailer what the targeted game's jackpot is and the retailer does not know the jackpot amount, the customer shall receive a free ticket from the targeted game. The Lottery shall provide the participating retailer with a predetermined number of tickets from the targeted game according to the Promotion Profile.
 55. Ask Me What the Grand Prize Is - Retailer. Customers who ask a participating retailer what the targeted game's Grand Prize is and the retailer does not know the grand prize amount, the customer shall receive a free ticket from the targeted game. The Lottery shall provide the participating retailer with a predetermined number of tickets from the targeted game according to the Promotion Profile.
 56. Retailer's Second Chance Drawing - Retailer/Player. Retailers participating in the promotion shall ask all players to place their non-winning tickets in a Drawing Container at the retailer's location. The retailer shall perform random drawings according to the Promotions Profile. The players selected in the drawing procedure shall win the merchandise prize designated on the point-of-purchase item at the store. The Lottery shall provide the participating retailer with a predetermined number of tickets from the targeted game or games or promotional merchandise items, such as t-shirts, ball caps and sipper cups, according to the Promotion Profile.
 57. Cross Promotion - Vendor. Players who present a predetermined number of non-winning tickets of the targeted game or games to a particular vendor shall win a merchandise or service prize or merchandise or service discount according to the Promotion Profile. For example, 5 non-winning POWERBALL tickets presented to Vendor A receives a 12 ounce name brand soft drink. Non-winning ticket presented to Vendor B receives \$1 off price of meal. Coupon on 12 packs of a name brand soft drink can be redeemed for 1 free POWERBALL ticket at Vendor A. 5 non-winning tickets receive a free game of bowling, goofy golf, 2 for 1 movie tickets, etc.
 58. Radio Promotion - Vendor. The caller to a radio station who answers a Lottery trivia question correctly or the Nth caller at a specific time may win a free ticket from the targeted game or games or promotional merchandise prize as described in the Promotion Profile. The Lottery may provide the participating radio station with a predetermined number of tickets from the targeted game or games or promotional merchandise items.
 59. Charitable Organization. The Lottery may provide a qualifying charitable organization with a predetermined number of the targeted game or games tickets or promotional

merchandise to distribute to customers during their charitable event. The Lottery may approve the charity's program in writing and complete a Promotion Profile.

60. Public Contest - not related to specific Lottery game. The Lottery may conduct a contest not related to any specific Lottery game as defined in the Promotion Profile. Public contest may be for the purpose of obtaining desired public comment prior to making promotional decisions by the Lottery.
61. Customer Service - Tickets. If a player is inconvenienced or is unhappy as a result of Lottery actions below the usual level of service the Lottery provides, the Lottery may provide the player with a predetermined number of tickets free according to the Promotions Profile.
62. Customer Service - Ticket Coupon. If a player is inconvenienced or is unhappy as a result of Lottery actions below the usual level of service the Lottery provides, the Lottery may provide the player with a coupon to be redeemed for a predetermined number of tickets free with the purchase of the same game tickets according to the Promotions Profile.
63. Customer Service - Merchandise. If a player is inconvenienced or is unhappy as a result of Lottery actions below the usual level of service the Lottery provides, the Lottery may provide the player with a merchandise prize according to the Promotions Profile.
64. POWERBALL™ Doubler Promotion. A player who purchases a predetermined number of POWERBALL™ tickets for a single draw are eligible to double the amount of any cash Set Prize won in a drawing held during the promotional period. A qualifying play which wins one of the eight cash Set Prizes will receive double if, in a separate random drawing announced during the live POWERBALL™ drawing, the "Double Prize" chance is selected.
65. POWERBALL™ - MUSL Promotions. The Lottery may participate in POWERBALL™ promotions adopted by the MUSL board.

Historical Note

New Section adopted by final rulemaking at 6 A.A.R. 1077, effective March 3, 2000 (Supp. 00-1).

R19-3-1005. Promotion Ticket Ownership and Payment for Promotion Winnings

- A. Until a ticket is signed, the ticket is owned by its physical possessor.
- B. When signed, the claimant whose signature appears on the ticket is entitled to the corresponding prize.
- C. The Arizona Lottery shall only make payment to the claimant, less any authorized debt set-off amounts, who is also the ticket holder.
- D. All prize levels are specified in the Promotion Profile. Each play winning any prize entitles the winner to the prize or prize amount specified in the Promotion Profile.

Historical Note

New Section adopted by final rulemaking at 6 A.A.R. 1077, effective March 3, 2000 (Supp. 00-1).

R19-3-1006. Promotion Validation Requirements

- A. Each promotion ticket shall be valid and validated prior to payment of a prize.
- B. To be a valid promotion ticket and eligible to receive a prize, a ticket shall satisfy all the requirements established by 19 A.A.C. 3.

Historical Note

New Section adopted by final rulemaking at 6 A.A.R. 1077, effective March 3, 2000 (Supp. 00-1).

R19-3-1007. Procedure for Claiming Prizes and Claim Period

- A. To claim a promotion prize, a claimant may take the ticket to a participating retailer or a Lottery office, or mail the ticket to a Lottery office designated in the Promotion Profile for validation in accordance with 19 A.A.C. 3.
- B. In order for the claimant to receive payment, a winning promotion ticket shall be received by the Arizona Lottery or a retailer no later than the time specified in the Promotion Profile.
- C. In the case of a drawing prize, the claimant must claim the prize no later than 5:00 p.m. (Phoenix time) on the final day designated by the Director and on file at the Arizona Lottery.

Historical Note

New Section adopted by final rulemaking at 6 A.A.R. 1077, effective March 3, 2000 (Supp. 00-1).

R19-3-1008. Disputes Concerning a Promotion Ticket or a Promotion Winner

- A. If a dispute between the Arizona Lottery and a claimant occurs concerning a promotion ticket or the winning of a promotion prize, the Director is authorized to replace the disputed ticket with a ticket or tickets of equivalent value from any current promotion.
- B. If a defective promotion ticket is obtained, the Arizona Lottery shall replace the defective ticket with a ticket of equivalent value from any current promotion.
- C. The Arizona Lottery shall not be liable for paying the difference in a prize amount previously paid to a claimant and the actual amount that should be paid unless the claimant provides documentation establishing:
 1. The claimant was paid the lesser amount, and;
 2. The claimant is entitled to greater amount, according to the records on file at the Arizona Lottery and the criteria set forth in these rules and Lottery Commission Order authorizing promotion pursuant to A.R.S. § 5-504(C) or A.R.S. § 5-504(D).

Historical Note

New Section adopted by final rulemaking at 6 A.A.R. 1077, effective March 3, 2000 (Supp. 00-1).